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Month In View

The Gateway to the future is open. Nick Veitch is rather over excited by some special news this month...

inally, we have a winner. Would the people with the multi-million dollar PC business and a strange fetish for cows please step forward and claim their prize. For the Amiga has at last been sold. Let their be celebrations and much merrymaking.

Although we have been predicting an end to the sale, we were a little surprised that it all got sorted out quite so soon (hence the last minute sticker on the cover of the mag). But as you have come to expect from our award-winning news coverage, we managed to cram a lot of research into the small amount of time available to us. The answers to a great many of your questions (Who? How? Why?) are

tackled in our extra news coverage, starting on page 10. The long wait is over. Hurrah!

Well, although that news rather overshadows everything else we have in the issue, I think you'll find that there is plenty of exciting stuff here. We have reviews of MakeCD 2.1, the SX-32 Pro, RDB-Salv. Soft-Logik's finally completed PageStream and Ben has been playing around with monitors until his eyes went (more) funny.

And there is plenty to be getting on with in the Creative section this month too, with a new tutorial on Personal Paint, the conclusion of the Music-X series and more. Oh, and did I mention the results of the Reader Survey, a Must preview, EA re-releases...



READER SURVEY P16 Who are you? Where are you? What sort of computer do you have? What sort do you want? The answers are all here.



RDB-SALV P67
If your hard drive's had it, this may be the one program which can save the day.



LONG TERM REVIEW P69
Neo-Luddite Vost repents in his long term look at Directory Opus.



e of the most successful games ever — but not on the Amiga. Until now that is! ose Canadians at clickBOOM are coding what must be a future hit.





PERSONAL PAINT TUTORIAL P84 Distorted, strange, fuzzy round the edges. And that is before I did any image processing. Get to grips with Personal Paint.

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The Amiga has, officially, been sold. Find out all the exclusive details...

12 NEW AMIGAS! Direct Software reveal plans for a new 'Power Amiga'.

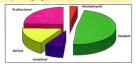
14 MORE CANDY...

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Ma READER

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IMAGINE 5 Features aplenty, but is it

useable? Find out with Graeme Sandiford

PAGESTREAM 3.2



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PageStream 3 has come a long way released a few

vears ago. WEB EXPLOSION

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MAKECD 2.1 63

CD burning made easy!

64 SX-32 PRO

Pat McDonald soups up his CD32



RDB-SALV

You won't need it very often but it's a real life-saver!

69 LONG TERM REVIEW This month Ben Vost and Nick Donnelly take a long term look at DOpus 5.5.

CD-ROM ROUND-UP

Nick Veitch looks at the latest CD-ROMs.

Join Nick in our new tutorial.

MUSIC-X The concluding part - "Live"

playback and Notator-X.

88 REAL 3D 2

Graeme Sandiford masters the morphing tools and creates some softly flapping wings.

90 CINEMA4D 2

The Boolean and Polygon tools. John Kennedy explains...

94 ADVANCED AREXX Paul Overaa concludes his look at hashing.

48 PD SELECT



A selection of games, a demo of Pretium and some useful utilities.





A new-look Workbench this month. Don't miss it!

AMIGA.NET MUD, MUD, glorious MUD.

Dave Cusick reveals all...

SUBSCRIPTIONS Don't miss out on the benefits of being a subscriber.

MAILBAG & GALLERY

Browse through the Gallery pics and read our plea for help!

(AF) COVER STORY

Connect

8 Now is the time to get on the Internet and Ben Vost shows you how.







Ben Vost rounds-up three great monitors ideal for use with your Amiga. Find out exactly which one suits you best.

PREVIEWS There's plenty of new games to look forward to over the next few months...

34 MYST

The best-selling PC and Mac game is coming to the Amiga.









READER GAMES

The good, the bad and the really, really ugly - Andy Smith has plenty to say.

GAMEBUSTERS

Hints and tips plus the complete solution to Elvira.



Scala v1.1



The Amiga's most famous multimedia program - brought to you with this issue absolutely FREE!

p110

Blasted



Shoot down the enemy goblins in Blasted, Plus: more shoot-em-up action in Witness an up-to-date Defender clone.

p108

CD-ROMs

Two great CDs with this issue. AFCD13 is packed full - Loads of Internet related software, Scala 1.1, Blasted, Witness and BattleDuel, a demo of TurboPrint 5 and loads of useful patches. Scene Storm - a second CD packed full of demos from The

Scene. Don't miss out... **p106**







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What's up?

Direct announce new Amiga Northampton's Direct Software launch their new machine.

HiSoft whippet out Download faster with HiSoft Systems' new serial port.

Connect up with NetConnect Active's easy online solution is finally released.

Get down and Party TcP invite you all to their party in Copenhagen.

Amiga mad cow

inally, less than a month after the deadline for final bids for the company, Amiga Technologies has been sold. We've all been waiting for a resolution to this saga for such a long time now, any announcement of a new owner seems incredible.

But on 27th March, we received a press release from a company in America stating that they had, subject to regulatory approval, bought Amiga Technologies, lock, stock and barrel.

The company in question was not Viscorp, or even QuikPak, but one that

Cow-abunga! Gateway's world missing the UK.

a lot of hardcore Amiga owners might never have heard of - Gateway 2000. Gateway 2000 are best known in the States, but even over here they are a major PC clone

manufacturer.

In the past, the bidders for Commodore's best-kept secret have been seen to be somewhat underfunded, with even Escom finding little budget for the Amiga line. Gateway 2000, on the other hand, had revenues last year of just over \$5 billion, a net income of over \$250 million and sold over 1.9 million PC systems.

It has not yet been disclosed how much Gateway have paid for Amiga Technologies, although we do know that they have bought the company and all its assets including all patents, trademarks and trade names.

So far Gateway have been quiet

about their intentions toward the Amiga. Will they want to develop the Amiga to make a viable



together with one of his famous "cow



Rick Snyder, Chief Operating Officer and President of Gateway - the guy in charge.

Wintel/Mac duopoly? Or do they only want the technology for a set-top box application? - they have already developed the Dimension range of big screen home PCs incorporating CD-ROM, television, fax and so on.

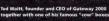
All Rick Snyder, president and Chief Operating Officer, has said is: "This acquisition is good news for Gateway and customers of Amiga Technologies. It will strengthen our intellectual property position and invigorate a company that has been a pioneer in multimedia solutions and operating systems technology.

Petro Tyschtschenko, president of Amiga Technologies, will remain as president of the newly-formed arm of Gateway, Amiga International. He is very positive about the deal and commented: "Gateway 2000 will give us new life and energy for the future." 5

WHO ARE GATEWAY AND WHERE ARE THEY FROM?

Gateway is a company started by present CEO Ted
Waitts in the family barn in 1985. Mr. Waitts comes from a family of four generations of cattlemen, hence the cow connection in all Gateway products. In the first year, with just two employees the total sales came to just about \$100,000. In 1995, the company's tenth year of operation, total annual sales were over \$3.6 billion dollars and the company spanned three continents with factories and salesrooms. In 1996 the turnover increased by a further \$1.4 billion and the net profit was over \$250,000,000. Gateway now employs more than 9,600 staff worldwide and expects to ship more than two million systems this year.







The news that Gateway had bought the Amiga spread like wildfire over the world wide web.

ease

THE FACTS

•Escom liquidators have agreed to the sale of Amiga Technologies to Gateway 2000

•AT will be renamed Amiga International

•Petro Tyschtschenko will remain as president

 He promises new Amiga products by the end of the year.



WHERE ARE THEY NOW

OUIKPAK

The latest pretenders to the throne gracefully bowed out of the great AT contest with the following statement: Gateway 2000 is a tremendous success story - continually scoring top marks in customer satisfaction surveys based on service, support, and product reliability. Gateway 2000 la a leader in its market, and brings to the Amiga Community a wealth of resources and knowledge.

While we are understandably disappointed that our own bid was unsuccessful, we at QuikPak remain as committed as ever to the future of the Amiga. We have devoted a large portion of our energies to developing the Amiga market and supporting the community, and we have no intention of abandoning our position now. The Gateway 2000 purchase may represent an excellent opportunity to breathe new life into the Amiga platform. We've maintained all along that we believe in the future of the Amiga, and stand by our statements.

Thank you once again for your continuing support, and we look forward to bringing you new information as it becomes available. We look forward to working with you the user, and all our other partners in making the Amiga's

BEWILDERED AND SUSPICIOUS?

Reaction from the Amiga industry has varied from bewilderment and elation to suspicion born from a lack of positive information for the past year or so.



"I think we're seeing a logical diversification by a large technology company here. The Amiga will be a nice sideline to their \$5 billion PC clone turnover. They sound dedicated to the platform and thus far I'm ced that they're genuine

Jason Compton, Editor-in-chief, Amiga Report and ex-press officer for Viscorp

"HiSoft welcomes the involvement of such a highly successful and professional company and we look forward to hearing their plans for the Amiga. We will certainly continue to support and minit to the Amiga in whatever guise it appears"

David Link, MD, HiSoft Systems

"I guess you can't keep a good platform down it flows make me wonder why, if all these serious PC manufacturers snap up the Amiga technology, it fulled in

Barry Thurston, MD, Scala UK Ltd.



'Gateway 2000's purchase of the Amiga promises to be very exciting! Already we have seen the U.S. press sit up and finally take notice of the Amiga simply because Gateway 2000 are the new owners. I believe the future will bring more than just new logy and new developments. Perhaps we'll finally start gaining proper attention and this year will mark the beginnings

of a rensissance for the Amiga in the eyes of the world. The Amiga is still the leader in desktop video with hardware like the Video Toester/Fiyer, VI.ab-Motion, and software like our own imageFX and Aladdin 4D, and others like Monument Designer.

Kermit Woodall, Nova Design



We appreciate the fact that with Gateway 2000 a new owner is going to take over Amiga Technologies, who can provide a strong base for a future development of the Amiga and the Amiga market. We hope that Gateway 2000 will be interested in the future of the Amiga itself as an alternative computer system. With their economic strength and

market position. Gateway 2000 can start the creation of new products with a vision for the future, not being limited by short-term financial constraints. Insofar, we believe that there are big chances for the Amiga future if Clateway 2000 understands the heart and soul of Amiga and it's us

Wolf Dietrich, General Manager, phase 5



We at Blittersoft are extremely pleased not only because the Amiga finally has a new owner, but also that it would seem that this new er is a company with the capability to take the Amiga forward, as erves. Although the plans and aims of Gateway have not been made public, the formation of "Amiga International" would indicate

intentions. We hope now that this news will inject much needed enthusiasm and e not only for past and future Amiga owners, but for developers alike. There is a le host of great possibilities sheed and the amiga future can now be considered very

Paul Le Surf, MD Blittersoft

future as bright as possible. And, we look forward to the opportunity of working with the newest player in the Amiga field, Gateway 2000.

VISCORP

Bill Buck has long since left the company and after the well-publicised attacks on VIScorp by Amiga luminaries like Carl Sassenrath, they have gone extremely quiet. VIScorp declined to give any comment on the new owners of Amiga Technologies.



NEW TOTAL TOME Bruce Smith Books, the

nublishers of the extremely popular Totall range of Amiga books are just launching a new title for the range. Total! Amiga ARexx is prritten by Amiga Format's own Paul Oversa and covers a whole range of ARexx topics suited to everyone from the absolute beginner to the self-avowed ARexx expert. Total! Amiga ARexy is priced at £21.99 and is available from Wigard Developments on 01322 527800

ARTWORKS GO BACK TO BASICS

That haven of high quality clipart for DTPers, Artworks, have just launched a pack called Basic Clips for DTP which consists of its popular sets 'Frames, corners, strips, motifs', 'Badges, banners, hubbles and hursts' and 'Signs and symbols', for just £25. This new pack which contains over 300 high detail clips is available in CGM, EPS, ProDraw and DR2D (great for DrawStudio), only from artworks. Contact them on 01469 588138 or email to: artworksuk@aol.com.

CHEAPEST AMIGA CD-ROM EVER

Amiga Format just saves you more and more money! In an offer in conjunction with Sadeness Software, you can now buy their Utilities Experience CD (reviewed this issue -92%) for just £2.991 That's right, only £2.99 plus the usual charges for postage and packing. Not only that, but the excellent AGA Experience Vol 2 is now only \$9.98 and Women of the Web is just £19.95. Call them right now on 01263

New Amigas from...

irect Software are moving into hardware in a big way. The software guys who say they can get hold of anything, have announced that they will soon be launching what they have somewhat confusingly called a "Power Amiga". This machine doesn't use a PowerPC processor (yet), but is, in every other way, a power user's dream. It's based around an AGA machine with an '060 processor and graphics card, all in a custom-built tower case. Best of all, Direct say they will take your existing Amiga and turn it into a Power Amiga so you don't

have to buy a completely new machine.

A

There's now a Canon printer to

rite everybody's neer

We don't have a price at the moment, but Direct assure us it will set a new precedent. The Mk1 Power Amiga will be launched at the World of Amiga show on the 17th May. If you can't be there, call Direct on 01604 799499 for

Upgrade your machine to a new Power Amiga with the help of Direct Software.

non cut costs

printers. The BJC 4200

or a new high capacity black cartridge.

further details.

PhotoRealism printer has been reduced from £299 (ex VAT) to just £229 (ex VAT) and now comes with a choice three ink cartridges free of charge. New owners can choose a PhotoRealism cartridge (with a pack of high resolution

ger says "People are now using Bubble Jet printers for a wide variety of applications. We've designed this offer to e customers the best deal possible."

Yamini Parekh, Canon (UK)'s proc

Canon have also reduced the price on their 720 dpi BJC-620 model from £379 (ex VAT) to £299 (ex VAT) and they are including a voucher for four additional

For more information call Canon's hotline on 0121 680 8062.

ou can't have failed to notice that there is some sort of election activity going on. Whichever paper you buy, whateve channel you watch, there is no getting away from the plastic smiles. laughable promises and sincere, heartfelt concern for everyone who is not in an institution and is over the age of 18.

Well, the good news is that you can't escape on the net. Everyone from the Tories to the Progressive Christian

Marxist Group have got a web site.

If you want to find some smarmy osed images to do evil things to, I can est no better place to start than LABOUR'S HOME PAGES w.labour.org.uk>, where the main pledges are illustrated by huge graphics of an approachable, but concerned Mr Blair. The site uses frames, but oddly, the menu contained in the top left frame is also at the top of every page anyway, and frankly, the frame containing a graphic of a

flashing logo saying Britain deserves better is just annoying. We certainly do. In the interests of fairness, we hould have a go at the CONSERVATIVE HOME PAGE as well < www.conservativ party.org.uk>. These open up onto a well presented letter from the present Prime Minister, informing us all that

every breakthrough in communications

technology has taken place under a Conservative government. There are no frames, and



nd in the Red corner, large band gging graphics from labour...





but in the Vellowy Dramos corve-Lib Dems are the most interactive

722169

Power turn up the turbo

Power Computing, the company that offered the Amiga's first sub-£100 68030 accelerator with FPU and memory, are now offering the brand new Apollo Turbo 33 card for the A1200. This board comes fitted with a 33MHz CPU and FPU and has an 8Mb SIMM pre-fitted. The card comes with a battery backed clock, is compatible with the PCMCIA slot and can have its memory expanded to 32Mb. Best of all the price for this card with 8Mb fitted is just £139.95 and it is only available through Power Computing. Call them now on 01234 851500

Get Online

nLine PD's modem bundle just got cheaper. The Format Gold-winning Dynamode modems (92%

AF96) have been reduced in price to make them even better value - and you still get a 33 disk Internet and comms software set, worth £35, with any of them. The 33.6k modem has been reduced by £20 to just £109.99 and although the price for the 28.8k model hasn't changed, the 14.4 has also been reduced to £69.99 from £79.99 - an ideal and cheap introduction to comms. If you want to use these modems for faxing, for an extra £40, you can have GPFax, which normally retails at £49.95. For further details you can contact OnLine PD on 01704 834335 or 01704 834583.

Netconne finally launched

read this, Active Software will have released its longawaited NetConnect CD-ROM, With fully registered versions of AmiTCP 4.5 dialup, Voyager NG, AmFTP, AmIRC, MicroDot II and an easy install script for over 80 ISPs worldwide, NetConnect looks set to make getting online as easy as saying "dialup connection".

As a special offer for Amiga Format readers, Active Software have kindly offered to give a £10 discount for

ordering NetConnect and quoting 'Amiga Format NetConnect Discount'.

Getting online has never been We will have

easier - just turn to page 18 a full review of NetConnect in next month's Amiga Format, but for details right now, contact Active Software on 01325 352260 or

email them at active@enterprise.net.



Flat caps and fast transfer rates

HiSoft have just announced the forthcoming availability of their new product - The Whippet. Faster than a greased greyhound, the Whippet is a fully buffered external serial port for the A1200. capable of transferring data at speeds up to 400% faster than the built-in serial port. The Whippet plugs into the PCMCIA port and will work with any comms software that offers a choice of serial port destination. Transfer rates of up to 230 kbps are easily possible and an industry standard nine-pin connector is offered along with a more traditional 9 to 25-way adaptor. The Whippet will retail at £49.95. Call HiSoft on freephone 0500 223 660.

everything is accessible from a menu running down the left hand side of the page. The graphics are small, but pleasant, and there are some really good things here, like a listing of cabinet ministers, biographies of top MPs and so on. There is even a comedy section, with some amusing (and some tedious) political anecdotes. If you are wondering wether there is anything bad about this site, well, there is the manifesto

the NEW COMMUNIST PARTY of Britain starts off well <www.geocities.com/CapitolHill/28 logo, but soon degenerates into huge tracts of text, which for some reason all seems to be centred. The site of the nations "most

Wired party, the LIBERAL **DEMOCRATS** vw.libdems.org.uk> initially

appears similar to that of the Tory party. Its simple graphical icons don't strain your bandwidth, and make the various parts of the site easy to find. Even the policy pages have an intelligent search engine.

which allow you to pick out the things you are interested it. The Lib-Dems don't have an amusing anecdote page, but they do have an amusing game, where you can help Paddy Ashdown run his campaign, sending MPs to rginal constituencies. The winner will win a night out with

ve Format Gold

winning modem packs

If you like the idea of an election game, you could do no better than to check out the **FANTASY POLITICS GAME**

uk.com/game.shtml> and choose your own fantasy cabinet from a list of real MPs and celebrities. If the idea of having Prince Philip as Foreign Secretary, the Spice Girls as ministers for employment and Tiffany from EastEnders as Heritage Secretary appeals, then go for it.

Back to the serious stuff though. Er, the GREEN PARTY <www.gn.apc.org ... Apparently. this is in fact the Green Party of England and Wales. So if you live in Scotland or Ireland, apparently



they don't care. Maybe those places are green enough already. Although these pages have plenty on how to join the Manchester Airport protest, they are lacking in some ingredients like a manifesto. They do have over 60 candidates standing though, and contact details

If this is all too much, I ongly recommend a trip to the NATURAL LAW PARTY pages whose "scientifically proven" solutions to the problems the nation faces will be solved by "establishing permanent groups of experts practising Aharishi's



Transcendental Meditation and TM-Sidhi programme, including

the technique of Yogic Flying." Apparently Finally, you could try the good

<www.bbc.co.uk/election97/frames et.htm>, which also has a good list of Political party homepages (except for Sinn Fein, whose site doesn't seem to be working at the moment. Shame) or the less sombre Yahoo/Compuserve site

ww.ge97.co.uk> where you can always have a dummy run on Yahoo's special UK voting booth. Remember, with Feudalism, it was your Count that voted.

LH Publishing

showing its support for Amiga products

LH Publishing is expanding its product line. The publisher of DrawStudio want UK Amiga users to have better access to many software packages currently not available in this country. The new product list is quite varied, including disk tools like DiskSalv 4 from Dave Havnie to PageStream 3, Soft-Logik's killer desktop publishing application

Many of the core products now on LH Publishing's sales list are publishing orientated. PageStream 3 is at the top of the tree priced at £125. Those looking for a cheaper package might like PageStream 25E, now costing only £25. TypeSmith 2.5. is also being imported from Soft-Logik.

NEW FROM IAM

IAM, otherwise known as Intangible Assets Manufacturing, may not be that well known in the UK, but many of their products are legendary DiskSalv 4 (£19.99), is a tool that can be used for backing up as well as correcting disk validation errors, undeleting files and so on. Just as famous is the video. the Deathbed Vigil, documenting the last day at Commodore. This is now available from LH Publishing for only £12.99 in PAL VHS.

In addition to these new products. LH Publishing also distribute Professional Page 4 and DrawStudio.

In an extra gesture of goodwill LH Publishing have announced that anyone ordering goods worth £20 or more will receive a free copy of their long



publishing application.

running Amiga fanzine, AmigaEm. For further details LH Publishing can be contacted at 13 Gairloch Ave Bletchley • MK2 3DH Tel: +44 (0) 1908 370 230 Fax: +44 (0) 1908 640 371

PageStream - the killer desktop

email: larry@em.powernet.co.uk

DiskSalv V4 Copyright @ 1991-1996 by Dave Haynie ∠ Device / File System: FFS No Pattern 3 이 백 이 목 교 적 이 점 점 때 Check Scan Select a pattern for filtering of the disk scan.

DiskSalv 4 - for just 20 quid it may prove indispensable.

Get ready to

GC, the Danish Group of Computerfreaks, is having a party. Not like one that you or I might host with a few friends some music and (probably) boooooze, but one on a grander scale. They are hoping for an attendance of around 600 people for their first event between the 29th June and 6th July this year.

The event is to take place in Copenhagen and will involve coding competitions throughout the week with prizes being offered and also a chance to meet coders from all over Europe.

There will be networking available and discos, showrooms, kiosks and cafeteria for those bodily needs. Sleeping arrangements aren't mentioned in the press release that Amiga Format received but usually involve dormitory arrangements and large rooms for groups of ten people. Best of all, TcP (The copenhagen Party) only costs 350DKR (The Kroner is valued at about 10 to the pound, so only 35 quid!) for entry and sleepover.

Tickets can be booked through the British Travel Centre on 0171 839 3952 (there is a booking fee of 45DKR) or directly through the organisers on 0045 44 99 93 77

Scene S By now you'll have ripped the CDs

off your copy of Amiga Format and been playing with them for a bit. But the fun's only just begun. Digital Candy,

the makers of the Scene Storm CD are very kindly offering the chance for Amiga Format readers to receive three months worth of free downloads from its widelyacclaimed BBS - something that normally costs £15. Just send off the attached coupon and then get your modem out and call the Digital Candy BBS on 01889 579

You will receive access to the demo scene's most popular bulletin board and get free email access, 14 online CD-ROMs and multiline access at speeds up to 33.6k.





In conjunction with our Coverdisk version of the original Scala program, Scala are offering a copy of their latest version MM400 and five copies of the low-end version HT100 to the lucky winners of the following competition: All entries should be sent to Free Scala Competition • Scala UK LTD • Mill Studios • Crane Mead Ware • Hertfordshire • SG12 9PY

The draw will take place on July 1st and winners will be notified by post and in the pages of Amiga Format. So here goes

O1. What does Scala mean: A. The best multimedia package

this side of Alpha Centuri B. An Opera house in Italy C. "Ladder" in Latin

Q2. What is the maximum number of pages supported in Scala MM400?

A. 100

B. 1000 C. Unlimited

O3. What does the "MM" stand for in MM400

If you don't feel lucky and want to upgrade to a full copy of Scala anyway, Scala are offering very attractive upgrade prices from the Coverdisk version. MM400 costs just £99 and if you just fancy HT100, you can get that for only £19.99.







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THE "The Amiga is a never ending source of interest and fun." M. Mullins, Middlesex UTURE OOKS BRIGHT

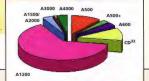
Back in the hazy days of summer, we invited all our readers to take part in the Amiga Format reader survey. The response was huge and here, at last, are the results...

he fact that so many of you took the time to fill out the survey form really goes to show how

use your Amigas for, what you really think of AF and who the Amiga Format reader really is. Read on...

keen and dedicated you all are. We had literally thousands of returned questionnaires and it has been a considerable task collating all the

information. But we can now reveal just what systems you own, what you



Many of you own more than one Amiga. The most nmon crossovers are between A500s and A1200s, and CD32s and A1200s.

Real Power

e were really pleased to see how many of you had upgraded and added a variety of peripherals. This shows just how committed to the Amiga you are and upgrading is the only way forward if you are really serious about your machine.

Nearly 84% of our readers own an A1200

This was no surprise to us - although we do still do our best to cater for the 14% of you who still use an A500.

89% of you are using WB3 or above

This is really excellent news. Other owners should consider upgrading as soon as they can.

A third of our readers have an A1200 with a 68030

And I'm sure none of them would ever go back to life without it.

The average AF reader has 6Mb of memory And 33% have 8Mb or more!

87% of readers have a hard drive

If you are one of the 13% that don't it is something you should strongly consider.

Almost half of you have some form of CD drive

It is really heartening to see how many of you have monitors, printers and second floppy drives.

WHAT DO YOU **USE IT FOR?**

Games	71%
Word processing	64%
3D graphics	36%
DTP	33%
Music	30%

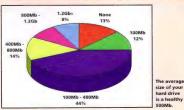
71% of our readers use their machines for games

As we suspected, many of you like to have the occasional game on your old pal. Nearly two-thirds of you perform some sort of wordprocessing activity, and a third are well into 3D graphics. A healthy 20% use theirs for video work. matched by an equal number who run business software.

YOU'VE GOT IT ALL!

	Already Own	Intend to buy
Second floppy drive	76%	6%
HD floppy drive	18%	16%
Mono printer	36%	0.5%
Colour printer	51%	11%
Modem (14.4K+)	21%	18%
Modem (<9600)	1%	3%
Sound sampler	34%	10%
Digitiser	15%	17%
Monitor	51%	22%

"After having used Macs and IBMs, I can safely say the Amiga is far superior." Rick Martin, Ohio, USA



size of your hard drive is a healthy

ourite mag

our opinions of Amiga Format are really encouraging. Nearly half of you buy the magazine every month and a similar number read the mag right through from cover to cover. You can be sure that we'll be taking on board your other comments. A quarter of you found AF a little too technical at times so we're introducing a feature concentrating on the basics very soon.

47% claimed to buy every issue

In fact only 17% claimed to buy this great tome only rarely or occasionally.

56% claim to buy the magazine on the strength of the interesting features

Nearly half also say that the Coverdisk plays a major part in a buying decision, so it is lucky we have some rather excellent disks. Sadly for the arties, only 4% reckon an interesting cover makes them buy.

(May 1996) carried the most popular cover A Zardoz inspired Lightwave rendering. A close runner up was issue 88's (Sentember 1996) giant question mark. Are we beginning to see a trend?

45% reckon they read every single word

A further 46% reckon they read almost all the mag and nobody admitted to reading less than half.

"A friendly and enjoyable read." D. Hardoland, Scotland

TELL ME WHAT YOU WANT...

More... Reviews (56%) Features (53%) Workbench (44%)

Amusina features

Your comments have been noted.

GameBusters topped the poli with 26%

Intelligent views

But 31% of people wanted more, so it must be about right. Amiga.net and the Real 3D tutorial followed close behind, but again with similar percentages demanding more.

> Friendly advice

HOW TECHIE ARE WE? Just Right Too simple 22% Runch of A bit techie 24% lamers 3%

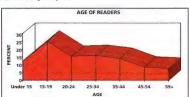
The chart says it all. We aim to be accessible to everyone.

WHAT DO YOU WANT ON THE DISKS? **Full Commercial** Software 34% 249/ Demos of new stuff 32%

The chart above shows what you want to see on the disks with a pretty even ratio of demos, software and Shareware

e know that you are dedicated and committed but what do you use your machine for and what do you do with yourselves when you are not glued to your Amiga?

I'd just like to take this opportunity to say hello to the other .5%. We haven't forgotten you.



Amiga Format readers span every age group - from kids still at school to retired pensioners - it just goes to show the universal appeal of the machine.

46% in fact - so it's just as well Amiga Format is such great value for money.

HAVE YOU AN OCCUPATION Unemployed Unskilled

23% are professional and 15% are skilled labour.

The majority of these were students, typically using the Amiga for word processing and spreadsheet type activities, but also for preparing reports and whatnot. Well done.

"I love my A1200 and will stick with it."

A. Serrano Jordan, Spain

WINNER The lucky winner of £200 worth of software is: from Heathfield in Sussex.

We'll be in touch with details of your prize!

AND THE REST...

We also asked you a whole bunch of questions about new Amigas and Viscorp, some of which have become irrelevant in the interim period. However you thought:

- · Having a hard drive as standard and better functionality was most important.
- You would pay between £500 and £750 for an improved machine.
- . 33% of you also thought that Ocean should release TFX, as you want to play it NOW!



TFX: We received endless letters protesting and it seems that a third of you still want TFX. But will Ocean listen now?



The Internet is the buzz word of the nineties and if you want to keep up it's time to get online. Ben Vost has all the information you need to get you connected...

he Internet has changed immeasurably since most people heard of it in the early '90s. In those days, if you wanted to get online, you had little choice in ISP, you had little choice in software provided and you had little to do once you were actually connected.

Fortunately, everything has changed since then. Nowadays it's probably easier to get online than it is to reformat your hard drive - and we know you do a lot of that. Not only is it easier to get online, but there's also more to do there once you get to "cyberspace/the information superhighway". For a start, anyone online in 1992 would have looked very oddly at you if you were to mention the web, robots or Java: they'd probably think you were discussing some sort of artificial arachnid with a caffeine problem. It's still true that Amiga owners will look oddly at you if you mention Java, but all that is set to change this year with at least three projects devoted to porting the crossplatform language to the Amiga.

A HISTORY LESSON

The Internet as we know it today is actually the outgrowth of a top secret military project started at the height of the Cold War. It was assumed that nuclear weapons would be flying around and the most important thing was to keep communication channels open. The origin of the Internet was a network called ARPAnet which was designed to support military research. The idea was to link this network with others that the military ran, but in such a way that if part of the combined networks was blown up, messages to and from other parts of the networks would still get through. Previously, computer networks operated in a very rigid manner which meant that if one machine in the network was lost, so was the

whole network. TCP/IP was born. TCP/IP works on the basis that the network it is being run on is definitely unreliable. It gets around that fact by enclosing each packet of information that is sent in an "envelope". Each computer in the network can read the address information contained in the envelope and then pass the packets on in the best way possible.

In this

respect the Internet really does work like a huge post office system, where mail will get sent by rail or road or plane, depending on what is available, and then passed to individual carriers to deliver. As long as the envelope is properly addressed, the mail will get through no matter what, even if it takes a while.

With this kind of power, it is no wonder that big companies, institutions and universities all clamoured to connect up to the





GETTING ONLINE WITH NET&WEB2

HiSoft 0500 223 660 Cost: £169 with 33.6k modem, other options available.

Net&Web2 consists of IBrowse 1.1, the excellent First Steps: Surfin' book and Termite TCP. It's a very nice package that gives you the tools you need to get online and deal with mail, FTP, the Web and even Telnet. While TTCP isn't quite as user-friendly as Miami, it doesn't use MUI and is still very easy to set up. The O TermiteTCP

installation process shown here took about two minutes without the calls to the ISP.

Once you've installed Termite TCP, load it up and you are presented with this window. Before you fiddle

around, it's a good idea to call up your ISP and ask them for a few details. For Termite TCP to work you'll need to get a DNS IP address (DNS stands for Domain Name Server and it's a computer that translates all those icky 123.456.34.234 numbers into proper words. Of course, you need to type in an IP address like this to get to a DNS server in the first place!). You'll also want to check what

Disconnect

Netmask your ISP is using. This will almost certainly be the default 255.255.255.0

that Termite uses, but it's worth checking. Lastly, you'll need to check out your modem settings. You can usually get away with just having ATZ or AT&F for the modem initialisation script, but TTCP doesn't have any modem lists like Miami to fine tune your modern. (Having said that, the Enterprise modem shipped with Net&Web2 doesn't appear on Miami's list either - it still seems to work with the settings for the Speedcom modem however.).



This is where you'll enter those modem settings and the phone number for your ISP. If you are using a Surf Squirrel or a Multiface card, you'll want to enter the appropriate device in the serial device box (unit numbers

Disconn

Brainkille

Gnab.009

Grab.009.ir

50 Opening ASCII mode data connection for /bin/ls.

MAY 1997 AMIGA FORMAL day file list

Connect...

Disconnected.





The Amiga Web Directory is a daily starting point if you want to know what's going on in the Amiga World. Point your browser at:

expanding ARPAnet over the course of the seventies and eighties At the present moment in time it is very

difficult to even estimate how many computers are connected to the internet but there are figures that suggest that the number is in the region of 50,000,000 and growing all the time.

Once you know about new software you need something to go and get it best FTP client for the Amiga and is available from



EASY ACCESS

needed to be proficient in Shell use to programs were ports of hoary old Unix

Now, in the brand new sparkly late There is just one limitation - MUI. Nearly all net programs use MUI to create their interfaces and although there are non-MUI programs for FTP, IRC and the Web, they tend not to be as good as their MUI-based counterparts. Although I've put this forward as a limitation, all it really means is that you'll need a decent Amiga so that MUI doesn't drag your machine's performance down. A decent machine in this instance would be a minimum of an Amiga 1200 with a hard drive and some fast RAM - not too taxing, eh?

HELPING HANDS

Once you're online (and you can take a look at our handy guides for getting online with the three main contenders). what can you do? It all seems so overwhelming when you first start and a lot of people tend to look down their noses at beginners, probably because they had to go through the same derision when they first started. Never mind this vocal minority and just be polite and explain that you are a "newbie" and you'll find plenty of people willing to step forward to give you a hand, especially Amiga net people who seem particularly helpful.

There have already been plenty of guides to being polite online and I'm sure that you can search through that

File Transfer Protocol. The system you use to get files

Internet Service Provider.

Domain Name Server, Translates numeric Internet addresses (like 158.152.23.5) into more humanfriendly text addresses (like subway.demon.co.uk).

Virtual Point of Presence, a phone number you can dial (usually ocal rate) to connect you to your ISP.

Point-to-Point Protocol. The way your machine communicates with your ISP's machine.

Multimedia Internet Mail Extensions. An easy and standard way of attaching files to your emails, which, traditionally, are only plain

Internet Relay Chat. IRC is a great way of bumping up your phone bills. It's a text-only chat system where you type to people across the

Universal Resource Locator. The ay web (and sometimes FTP) addresses are presented.

HyperText Markup Language. The scripting language that is used to lay out web pages.

Frequently Asked Questions (list). Before asking a question of iomeone on the net, it's best to check that it hasn't been asked (and answered) many times before.

Ta Ta For Now. (I think this one is fairly selfexplanatory.)

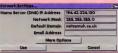
RTS/CTS

become available if you hit the "More Options" button). The only reason that a 9 appears in our phone number is so I can get past the Future switchboard - you don't need it.



Remember those DNS and Netmask numbers I asked you to get. Well, now you enter them in these boxes. A lot of ISPs use more than one DNS server and you can add an alternative DNS

server if you click on the "More Options" button. The default domain also needs to be entered. If you are using an ISP of the kind that



gives you a user@isp.co.uk type address, your default domain will be isp.co.uk. If on the other hand you have a user@hostname.isp.co.uk type address, you will still need to use isp.co.uk here. Lastly, fill in your email address as given you by your ISP.



use on the net.

Once you've entered all the pertinent details, you should choose the

"Record Login Script..." function and TTCP will link up to your ISP and wait for you to enter

things like your login name and password. Once you see a message saying "PPP initialisation complete" (or something similar) you can disconnect. The Login script window shown will then appear and you can check the details for yourself. If they're all OK, you can hit the Use button and save your settings You've just completely set up Termite TCP for



4 Receive

Binary



ARE YOU BEING SERVED?

Internet Service Providers are two a penny in the UK now, but when push comes to shove you are going to want an ISP that can support you, the Amiga owner and these are fewer and further between. In the experience of the Amiga Format team, these are the ones to go for:

Demon Internet	£14.69	£11.75	Yes – 5Mb	unlimited	0181 371 1234	www.demon.net
Netcom	None (first month only £5.95)	£14.95	Yes ~ 2Mb	4	01344 395600	www.netcomuk.co.uk
Wirenet	£14	Only available as a yearly sub for £115	Yes – 5Mb	unlimited	01925 496482 http	o://www.personal.u-net.com/~wirenet/

enormous pile of Amiga Format back issues or read through the First Steps Amiga Surfin' book you got with your Net&Web 2 bundle for more information, but the main points are as

@ Always check to see if there is a FAQ (Frequently Asked Questions list).

@ NEVER USE UPPER CASE FOR TYPING EMAIL OR NEWS, it's rude and looks like you're shouting.

@ If you use a signature on your emails, make sure it is four lines or less in length.

Likewise, if you're looking for a guide to HTML, then reference any of the many tutorials we have run in Amiga Format and Amiga Shopper in the past, get hold of a book, or take note of the splendid tutorial that Mike Smith gives on our AFCD.



FutureNet is

apparently one of

websites. You can

visit it to find out

Format pages.

info from the Amiga

Europe's busiest

We talk about the net a

lot in Amiga Format. For the same reason that people talked about the telephone in the 1920s. or invited their friends in to look at their new TV set in the fifties.

IT'S GOOD

TO TALK

It's exciting to be able to communicate with people on the other side of the world while sitting at your desk at home. It's good to have the power to publish and say exactly what you want, and to find people who agree with you (or not, the arguments can be as interesting as the praise) and it's good to escape the "corporate" attitude of commercial considerations in the mainstream media. OK, you might not

of software going, you might find 90 per cent of the websites out there tedious in the extreme (and a lot of them are). but it's all made worthwhile by those sites that you'll end up going back to time and time again and by the fact that if there is software that you want you can get it immediately (and even talk to the author if you don't understand something).

Get online, in this age of technology it's something you can't afford not to do

If you go online you can even have a go at creating a web page of your own.



want to download every single new bit GETTING ONLINE WITH MIAMI

AFCD13:-In the mag-/inter net/Miami20g/ Aminet: comm/tcp/miami2 Og.lha Cost: \$35 from **Holger Kruse**

Miami is, without doubt, the nicest bit of software for connecting to the net that I have ever seen on any platform. It is so easy to get to grips with, this step-by-step guide is almost redundant, but then you wouldn't believe me - you need to see it for yourself. First things first though if you want Miami to work you'll need a recent version of MUI already installed on your system.

Once you've sorted out your net account with your ISP, plugged in your modem and

installed Miami, you should run Miamilnit. It brings up this pleasant welcome window. Notice the Continue and Back buttons These let you change your mind at every step through the setup process, a nice touch.



Unless you have a MultiFace or I/O Extender card in your machine, or you're using a Surf Squirrel, the default

settings shown will be enough. If you're not sure what serial device your modem is plugged into, you can select devices through the gadget and try different numbers for the unit starting at 0.



Next you need to set up

your modem. The only problem comes if you don't see it in the comprehensive list on the left-hand side of the window. Even if you don't see it, it's worth looking for a related

modem, maybe one made by the same manufacturer will be listed. As a last resort, you might need to resort to typing in the a

AT commands, but it's unlikely this will happen.



This bit's easy too. All you need type

here is the telephone number you've been given by vour Internet Service Provider, These days, it seems that most are using VPoPs (ha! More jargon! There's

	affix for your modern. If your modern
correct settings. Otherwise	just click on that entry to get the please consult your modern manual
for the correct values.	
- Factory settings for high-	
- CD follows Carrier (not re	quired, but useful)
Smartink 2834A	"I LIVER FATAFORE ADDITION
SpeedCom 20000 V42bis Supra V 32bis	Initiating ATEFOECIEDOV
SpeedCom 20000 V42bis Supra V 32bis SupraExpress 288 PnP	diel prefix ATD
SpeedCom 20000 V42bis Supra V 32bis	

loads of it, but don't worry) which will mean you will be using an 0345 or 0845-type number

Please enter the the gadget belo	e phone number(s) of your Internet provider in nr.
then please sep enter somethin	It's modern pool has more than one phone number earlier phone numbers by a vertical bar (17), i.e. give 7551/24 (1551/25) [5512/25] The dialer out to alternate between these numbers in case susy.

Brainkiller

Grab.009

Grab one

50 Opening ASCII mode data connection for /bin/ls. HIGA FORMAT ding file list. tes in 00:00:24,92; 819 byte/s



WHAT CAN I DO ONCE I'M ONLINE?

EMAIL

Probably the most important online service is email. At Amiga Format we use it every day, receiving as many as 50 mails a day both from within Future and from the Internet at large. Email is cheaper than sending a letter, talking on the phone or sending a fax and can carry a lot more information including programs, pictures or sounds.

You can find some of the mail packages we recommend on the CD. Elm is a traditional Unix mail package port that is somewhat difficult and old-fashioned, but very powerful, while YAM and Metatool are modern MUI-based programs with all sorts of nifty features. It's worth your while to try as many as possible before settling on one exclusively, just so you can find what features you particularly want.

NEWS

The Amiga isn't doing as well for newsreaders as it is for email packages at the moment. There is *Tin*, but like *Elm* it's a bit of a bugger to install and get running. You might be better off with a combined mail/news reader like Thor or the forthcoming MicroDot II from Olli Wagner, author of Voyager.

Just as this piece was being laid out a new contender was uploaded to Aminet called FFNews. This is a MUI newsreader that look like it's going to be very popular since it's easy to configure, fully featured and very werful with handy things like kill files and filtering for those annoying "MAKE MONEY FASTI" articles.

On the other hand, the Amiga has the best FTP client for any platform in AmFTP, by Matthias Mischler. Since AmFTP is a MUI program it looks good and is very easy to set up. At the time of writing this article there are plenty of other FTP clients to choose from, but none of them are worth a second look when compared with AmFTP.





Aminet's ADT server is unique among file libraries. It gives you an interface which shows the files that were uploaded the previous day, so you don't have to pick through all the directories.

WEB

There are three choices for browsing the web on the Amiga at the moment - IBrowse, Voyager and AWeb. AWeb's sole "advantage" over the other two is that it shuns MUI like rabid dog shuns water. The latest version does handle a lot of HTML tags and also has frames support which extends to asking the user which frame they would like to view

Voyager is another good choice. For a lot of things it is a fine browser, but the current release doesn't yet support as many tags as it should and sometimes tables and other tags are formatted oddly. However, its preferences editor is well laid out and easy to understand and find things in, an attribute that would be well emulated by other browser authors.

Finally, the cream of the crop, reviewed elsewhere on these pages - IBrowse. Its frames support and speed of use mean that it is the best web browser for use on the Amiga at time of writing. Given the speed of change on the Internet, chances are only fair that it still will be by the time you read this!

IRC AND TELNET

Although there is less and less call for Telnet as a service on the Internet thanks to the Web and dedicated IRC and MUD clients, it's still a handy thing to have. Fortunately, most TCP/IP packages come with some sort of Telnet client built-in as part of the installation. IRC again provides Amiga owners with an opportunity to outshine other platforms in the shape of AmIRC, another Olli Wagner production.



Now we're getting technical! For most ISPs these days, you'll be able to leave your IP address as dynamic. If it's fixed, your ISP will have given you a number when you signed up. The number will look something like this: 123,345,244,12, if that's the case click on Static and enter that number in the top box on the right. For protocol, it's unlikely that you won't be using PPP and your ISP will tell you if that's the case. All you will usually need to fill in are the login name and password boxes. You will have been given a hostname (which will be your login name) and chosen a password when you talked to your ISP.



checks what you've input. It takes your data and uses it to ring up your ISP. The only interaction required of you is to click on the buttons labelled "Send Login ID" and "Send Password" and that will almost certainly be all. For some

reason Netcom don't use a standard format for logging in so you'll need to preface your login ID with "uk,ppp," and then type the login name manually directly



after that. Don't worry, you don't have to do this every time you want to get online. Part of the reason that Miamilnit rings up your ISP is to train the dialler script for your requirements. Once Miamilnit has successfully connected with your ISP, it will hang up and move on to the next bit.

Nearly there now. This window will appear once the dialler has done its stuff. All you need do here is type in the real name you want to use on the net and check which options you

want output. If you don't have a printer attached to your machine, make sure you uncheck the printer output at the bottom



otherwise you'll be waiting for ages while the Amiga goes off to try and find that non-existent inkjet. Other than that, don't change anything.



Last stop. You can now load up the proper Miami program itself and load your Miamilnit settings through the menu option shown. Although the whole setup of Miami should take you less than five minutes, this doesn't mean that Miami is in any way lacking. There are a lot of options that you might never look at but if you ever decide to set up FTP or HTTP servers it's good to know that Miami is as fully-featured as it is

easy to use.

	Q Par
	Refresh
	MakeDir

?	+
Sh	ow
Ren	ame

	Batch
44	Receive

Binary



Browse 1.9

There were a fair few raised when this program first arrived but what do we think now? Ben Vost has the answers...

IBrowse was first announced back in the middle of 1995 we all chuckled at the name and something usable to appear. IBrowse is now the most feature-laden of all Amiga browsers and still manages to cruise the web at a very respectable speed,

notwithstanding its MUI interface. The most impressive new feature and the one that Amiga browsers have been lacking to date is the addition of

frame support. Now, not everyone likes frames, rightly pointing out that they make a web site slower and more awkward to navigate, but it remains that without frames support (which you can turn off if you like), there are a great many websites to which an Amiga owner has no access.

SMALL IS GOOD

IBrowse now also includes support for some client pull commands including <meta http-equiv=refresh> for those title pages that have no buttons on them but which automatically send you onto the next page. These are big and obvious features. Where IBrowse has really improved is in the smaller things

SPEED DAEMON

Even with the fact that IBrowse uses MIII for its interface which makes it less suitable for bottom of the range Amigas than, say, AWeb, it is still remarkably fast, even for framebased sites. Unfortunately for Amigas that have to rely on chip RAM for image viewing (i.e. those without graphics cards), this guite often means that a page with lots of pictures will lose them when you go to a different page and then return. Still, loading the images again from the cache is faster than having to download them again.

hogging and slow 256-colour screen - a 64-colour one is much faster and not half bad looking. This dithering only works on images that are decoded internally. GIF and IPEG, so your PNG images will still be banded with colour unless you are running on a 24-bit screen. But that's not all. The way URLs now work is

that really matter For instance

the internal dithering of

images on a palette-based

improvement, meaning

that AGA surfers need no

longer run on a memory-

screen is a great

drag 'n' drop links directly off the web page into your hotlist, across to another browser window or into a fastlink button definition. It would be nice if these URLs could also be dumped into IBrowse's internal Mailer, but then

much improved and you can actually

you always have the option of copying a URL to the clipboard.



This version of IBrowse is an interim free upgrade. Even though it offers pretty major features such as frames, it is only a step towards IBrowse v2 which will, it is hoped. include support for things such as secure socket layers (for safely giving confidential info over the web) and even JavaScript. JavaScript is one of the main internal benefits that browsers on other platforms have and its inclusion can only help the Amiga as a surfing

platform. Version 2 of IBrowse will also, hopefully, take more leaves out of NetScape's book by adding internal mail and news services (but leaving out the section that says the program needs to

be nearly 10Mb in size). In short, IBrowse is, without doubt, the premier web browsing application for the Amiga. Others are trying to catch up, but they all fall a fair way behind the ease of use and features that IBrowse currently offers.

DISTRIBUTOR: HiSoft 0500 223660 PRICE: £29.95 but look out for Net&Web and other bundles. Upgrade: Free of charge on http://www.hisoft.co.uk REQUIREMENTS: MUI, 2Mb chip and a hard drive.

....

....

....

....

SPEED: out as fast as a MUI browser can be. ACCESSIBILITY: Nothing to it. FEATURES Frames is the biggest new addition VALUE-Can't be beaten.

OVERALL VERDICT:

I'm so looking forward to version 2.

GETTING ONLINE WITH NETCONNECT

Active Software: 01325 352260 Cost: £59.95 but Active are also doing packs with modems

NetConnect is the new kid on the block. In essence it is a collection of Shareware programs linked into a special version of AmiTCP in order to give you a seamless and easy way to get online. NetConnect comes with a web browser, email package, FTP client and pretty much everything else you'll need. It installs simply using the Commodore installer program and doesn't ask you any tricky questions.



At the end of the installation process you'll be presented with this AmiTCP configuration window Earlier you will have been asked what

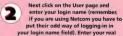
country's ISPs you want installing and now all you need do is pick your ISP out of the list you have installed.

This is as easy as clicking on the gadgets to

the right of the text boxes, apart from that NetConnect pretty much sorts everything else out. You won't need to find out



what the DNS servers are or find out how to set up a proxy for your web access.





name (I'm sure I wrote mine down on a bit of paper somewhere) and the email address that your ISP will have given you.

Brainkille

Disk.info

Grab.009

Grah one



AirMai

A new MUI-based MIME email package, and this time it's commercial!

mail packages on the common now, you have plenty of options to the first Amiga email package to go commercial. That doesn't really alter its status - vou can still download the demo version from Aminet, and you can still register it like you would an ordinary Shareware application, but it does mean that you might also be able to buy it from your local dealer.

AirMail is a fairly comprehensive MIME mail package. If you're unfamiliar with the concept of MIME, which stands for Multimedia Internet Mail Extensions, you'll be pleased to know that it is quite transparent to both the sender and receiver of emails (as long as both are running MIME mail packages), it just gives you the opportunity to attach any kind of file to your email and have it automatically decoded and saved or viewed at the other end

CUSTOM FORMS

AirMail adds a new twist to MIME with its custom message forms. These are usually found in internal Mac and PC mail packages at big companies and can be used for different kinds of memos. The AirMail documentation I received with the software doesn't tell you how to create your own forms, but it does come

SO HOW MUCH WILL IT COST?

Although Internet access is guite cheap, it will cost you at least £10 per month. In addition to your connection fees to your ISP which will range between £8 and £17 per month including VAT, you'll also have your phone bill to contend with (or someone else will if you live with your parents). The most important thing to bear in mind is that once the initial novelty has worn off, you should only go online after 6pm during the week or at any time over the

weekend. Nearly every single ISP offers local access so call charges for these times should be 2p per minute for weekdays and 1p per minute for the weekend on BT, and if you are lucky enough to be on cable and have a local dialup access number this can be as little as 0p per minute depending on your cable operator. Getting email doesn't take long on the phone, and downloading stuff from an FTP site can be swift. At 33.6k you should be able to download a megabyte of material within six minutes depending on your connection. The real phone bill eaters are the web, news and IRC/MUDs. Make sure you pay attention to how long you are online for these services because it can slip by rapidly as you type or browse. Even so, given a daily access to retrieve any new email and a quick look at the Amiga Web Directory for the latest news, your phone bill should only go up by a couple of quid a month.



with the usual

"Agargh!" and "Memo" kind of thing. These forms can only be viewed by other Airmail users people who use other mail packages will just receive a standard-looking email, but it's a nice addition and one which I suspect will be much-used as AirMail gains in popularity.

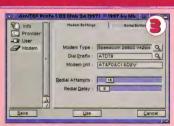
But message forms in email are an inconsequential cosmetic touch. What about the package's real features? AirMail is quite well-equipped to deal with POP3 mail, the protocol that most ISPs support. It also handles SMTP mail for both outgoing and incoming messages and is easy to configure.

Whether AirMail is worth the money at the moment is a matter of personal preference. Personally, I would like to see a proper manual detailing the creation of forms and a few more of them. Other than that, this is another superb piece of Amiga net software.

DISTRIBUTOR: Toysoft (toysoft@spots.ab.ca) PRICE: \$35 REQUIREMENTS: MUI 3.8

.... Very fast at retrieving your email ACCESSIBILITY: Only needs standard Internet-type knowledge to get up and running FEATURES The Forms feature is unique. VALUE Very good - if there's a decent manual.

OVERALL VERDICT: Already pretty good, but I'd like to see more



Lastly, just click on the modem settings page and choose the modem you are using from the list offered. If you can't find it here, you can always click on the Generic model or another modem you know shares the same chipset. If you are using another serial port, you'll need to go to the Serial Settings tab.

Double click on the NetConnect icon and this dock will appear. Clicking on the left most button will connect you to your service provider and the button will change to show you plugged

in (as we are). The NetConnect interface is customisable and you can add new buttons and menus to it to suit your tastes. As it stands it all works straight "out of the box", which is great for newcomers.



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HIGHT ROM A ENCENCYC



Ben Vost tries to avoid getting

square eves as he looks at a selection of new monitors.

sing computers can be hazardous to your health. everyone knows that. What most people don't seem to realise is that the main danger does not come from repetitive strain injury when typing (most home users don't do enough to give them sore hands), nor from bad posture, although we could all do with sitting up a bit, but from eye strain and radiation from your VDU. You monitor is quite possibly the most important part of your computer since it's the part you spend most time staring at (unless you're a real mouse fetishist).

CURSED

Unfortunately, the Amiga is cursed with a heritage of mixing both video-style monitors and high resolution screen modes for productivity, which tends to mean that the average £150 VGA monitor is not going to be suitable for 95% of Amiga users. Of course, it is a great boon and a real money saver to be able to plug your Amiga straight into your family TV, and for a lot of purposes this is quite sufficient, but what if you want to do DTP, graphics or surf the net? At this point, the Amiga's standard Workbench resolution of 640 x 256 pixels becomes laughable (and awkward since the pixels are twice as high as they are wide which can cause problems if you are doing graphics). The only solution is to move to the PAL Hi-Res Lace mode and take advantage of squarer pixels and an extra 256 lines of resolution. But this mode (necessarily) has a huge flaw which means that most Amiga owners will never use it - it is interlaced. This is down to two things: historically, the ECS chipset wasn't fast enough to drive a screenmode of that size that wasn't interlaced, but more importantly, it is interlaced to sync to a video signal so that things that Amiga owners take for granted, like being able to genlock graphics with an incoming video signal, are made possible.

Even today, the AGA chipset isn't really powerful enough to drive that size screen at a decent speed. The

biggest usable screenmodes (DblPAL) are the nearest thing to a noninterlaced display, but they are very slow and really cheap VGA monitors still won't use them because their refresh rate of roughly 23kHz is too slow for monitors geared towards 31kHz modes. Fortunately, not all Amiga owners are

restricted to these poor quality screenmodes. Anyone that has an Amiga with Zorro II or Zorro III slots can take advantage of the huge increase in graphics power that a third party graphics card can offer. Adding a graphics card to an ECS machine, in particular, can give it a new lease of life.

VIEWSONIC PT775

£645 (ex. VAT) For dealers call ViewSonic: 0800 833 648 Suitability: Any Amiga with a hardware flicker fixer (including A3000/A3000T), PicassolV. limited AGA compatibility (no games or PAL/NTSC modes)

ViewSonic's range of monitors seems to be huge. At last count they had over 19 different models to suit all price and size ranges - and they were introducing further models at the CeBit show, including a flat panel LCD monitor that we will hopefully be covering in a future edition of Amiga Format.

The PT775 is aimed squarely at the graphics professional and its clean lines and flat monitor tube make it look a designer's tool right away. The monitor has two inputs, standard D-Sub for VGA-type connections and BNC for the best in performance. Although ViewSonic are aiming this model at the professional market the only cable they supply

> with the PT775 is a standard heavy gauge VGA cable for the D-Sub connection where one might imagine that a BNC cable might be more

appropriate. The picture quality for the PT775 is absolutely superb and the SonicTron screen (the same sort of thing as Sony's Trinitron method) gives a beautifully crisp picture. Colour balance seems fine right out of the box for my lighting conditions and although the 1152x900 screenmode that I use isn't one of the PT775's preset screenmodes, setting it up using the on-screen display and four controls is

button labelled 1 and one

labelled 2 and two in-between that have up and down arrows on them. To set a particular attribute simply hit the 1 button and use the up and down arrows to get to the setting you wish to change, then hit the 2 button. This brings up a new panel in which the up and down arrows control the amount, the 1 button exits the current panel and the 2 button switches the panel to its complement - in the case of horizontal position it will be horizontal size.

While the quality of the overall display is extremely high, there are a couple of niggles. On the screenmode I am currently using (1152v900 in 24. bit) there is a slight bending in of the picture at its extremities (hooking) that the controls don't seem to be able to do anything about. Another problem that the controls have no effect on is the moiré effect that happens whenever a crosshatched requestor pops

CONNECTIONS & CONTROLS

- Innuts: 15-nin D-Sub RNC · Controls: Contrast, Brightness, Horizontal and vertical size and position, Pincushion, Pin balance, Trapezoid, Parallelogram, Hourglass, Hooking, Raster tilt, Horizontal and vertical convergence, Focus, Purity, Viewmatch, (White field colour temperature) Moiré.
- · Memory: 11 screen presets 21 screen user settings
- Range: H: 30-96kHz V: 50-160Hz B: 200MH
- Standards: EPA Energy Star TCO92 MPR-II DPMS All plastic parts are easy and intuitive. recyclable The control panel has a

Nearly all application software these days, unless designed specifically for video purposes, will work better on a graphics card than it does on native chipsets, with faster screen updates and higher colour ranges. Art programs like Photogenics and Art Effect are almost different programs when on 24-bit high resolution screens compared to their sluggish performance in 256-colour or HAM8 on AGA. Even A1200 owners aren't excluded - they can put their machine into a tower with Zorro slots.

SOMETHING FOR ALL

So, for A1200 owners who have no intention of going to the expense and hassle of putting their machine into a tower case, we have a monitor that will sync down to 15kHz (video resolution) so that it can cope with DblPAL and PAL screens for apps and games respectively, while for the graphics card brigade we have two monitors designed specifically for high resolution work.

up. It's not a problem when the colours are fairly similar, white and grey for instance, but when you are using black and grey or black and white, the PT775 is not a happy bunny. Adjusting the Moiré control doesn't seem to do anything about this and neither do the convergence or focus controls. Again, I stress this is on very high resolution screens, but the purpose of this monitor is to display these kinds of resolutions so it is still a failing. Overall though, this is an excellent monitor and well worth the money you can expect to pay for it.

For serious graphics pros the PT775 offers the quality of screen you'd expect.



MICROVITEC GPM1701 (M1764

Prices vary. They have been made available at just £399 inc. VAT recently. but may be sold out. For dealers see AF ads Suitability: Any Amiga. Also works with graphics cards.



Suitable for any Amiga, but fairly basic, the GPM1701 is your best choice if you have an AGA machine.

MicroVitec have been associated with the Amiga for quite a while now. Their first monitor, the 1438 was designed to work in all Amiga modes from 15kHz PAL up to DbIPAL and beyond. Unfortunately, it was somewhat underspecified, especially in the controls department. The GPM1701 is far better specified and conforms to MPR-II specifications so you shouldn't end up growing another head while using it.

The controls are set using a similar configuration to the ViewSonic, but brightness and contrast don't require a trip into the OSD menu, they can simply be adjusted by pressing the appropriate controls.

The picture quality of the GPM1701 is reasonable, but nothing brilliant. On AGA screenmodes the monitor gives a slightly blurry image in DbIPAL, but Multiscan is nice and crisp. The biggest problem is the slow refresh time when changing between different screen modes and the way that the screen seems to shrink back into place whenever you switch to and from DbIPAL modes. The problem doesn't

seem half as evident when using MultiScan or standard PAL screenmodes

Overall, this monitor is a good deal at just £400 and you're unlikely to find a monitor as well-specified for the price anywhere else. If you are going to be using Amiga screenmodes and have no intention of moving to a graphics card, then this is probably the monitor you should buy.

CONNECTIONS & CONTROLS

Inputs: Fixed 15-pin D-Sub · Controls: Contrast, Brightness, Horizontal and vertical size and position, Pincushion, Pin balance, Trapezoid, Parallelogram, Colour balance & white field colour temperature.

· Memory: 32 settings Range: H: 15-64kHz V: 50-120Hz B:

 Standards: EPA Energy Star MPR-II supports DPMS

WHERE TO BUY?

It might be worth mentioning that you will be unlikely to be able to get either of the ViewSonic monitors from your local Amiga dealer. Even if you do, because he won't be selling many of them, you'll be paying a price premium, so unless you get on really well, it may be worth your while cruising through one of the enormous catalogues that pass for magazines in the PC market. Check through for the best price you can find and look out for delivery charges and VAT, but don't expect any kind of support. In fact, you may well find that some dealers will tell you that these monitors won't work on your Amiga. As long as you pay attention to the suitability chart that we give for these monitors you can guarantee that they will work on your setup.

"Check through for the best price you can find and look out for delivery charges..."

VIEWSONIC 17GA

£449 (ex VAT) (a 15" version is also available for just £269 ex VAT) For dealers call ViewSonic: 0800 833 648 Suitability: Any Amiga with a hardware flicker fixer (including A3000/A3000T), PicassolV, limited AGA compatibility (no games or PAL/NTSC modes)

It's a funny old world, innit? Back before the PC got Windows, the word multimedia meant combining visuals with sound in a presentation format, you know, the sort of thing that any old Amiga was perfectly capable of doing right out of the box. These days, of course, Multimedia (notice the capital M), if you're a PC hardware manufacturer, seems to mean putting speakers on something, or adding a CD-ROM to your PC.

When we originally arranged to get this multimedia monitor from ViewSonic, we were under the impression that multimedia in the instance of this monitor's name might connote the ability to run video resolution signals through it, a monitor to suit all Amigas. So you can imagine our disappointment when we discovered that the DbIPAL and PAL signals we were trying to

CONNECTIONS & CONTROLS

- · Inputs: Fixed 15-pin D-Sub Audio in (twin RCA jack) Mic out (3.5mm mini jack)
- · Controls: Contrast, Brightness, Horizontal and vertical size and position, Pincushion, Raster twist, Trapezoid, Parallelogram, Colour balance & white field colour temperature, Volume.
- Memory: 21 settings • Range: H: 30-69kHz V: 50-160Hz B:
- REMHA

• Standards: EPA Energy Star MPR-II TCO92 supports DPMS

pump through the screen were met with "No Signal" reports from the monitor. It seems that even monitors are meeting with a debased meaning for the word multimedia

That having been said, the ViewSonic 17GA is still a very nice monitor at a good price if you should have a 3000 or a machine equipped with a graphics card. The speakers are unusually full-sounding for built-in types, almost as fullsounding as the old Philips CM-8833 mark 2. The other "multimedia" addon for this monitor is a built-in microphone which you can attach to your sound sampler for those allimportant voice notations to your important word-processed document (yeah, right!). However, the controls on this model aren't as comprehensive as those on the PT775 and the Invar shadow mask method of making a CRT screen isn't as precise as the SonicTron, which accounts for the 17GA's .27 dot pitch (still sharper than

the MicroVitec's .28 though). **NEXT MONTH...**

Join us next month when we'll be having a look at printers. This is the one area where the Amiga really suffers, so If you've been having problems getting your printer working, or if you're just not sure which one to buy, don't miss our comprehensive round-up.



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EENPLA



e've got news of some excellent games due for release over the next few months - in particular, check out our exclusive chat with clickBOOM on page 36. And although this must be the first time in Amiga Format's history that we haven't had a new game to review - had we had a couple more weeks in our schedule it would have been a very different story.

We are not unduly worried by the current, momentary, lack of new software. As you can see there's loads of stuff coming - next month we're going to be swamped judging by the number of new games we've previewed over the last few issues. Until then, enjoy!

AMIGA FORMAT'S **REVIEW POLICY**

WHAT OUR REVIEW SCORES MEAN

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to en we keep you as up-to-date as possible and we'll stop at to bring you the best, definitive, no-nonsense reviews of the games that matter

90+%

best, most playable and original games are awarded an AF Gold - the most highly

80-89%

These games are very good, but due to minor flaws are not the finest examples of their genre. Good games which are worth buying,

70-79% 60-69%

especially if you have a special interest in a game type. Average releases with somewhat limited neplay and appeal. Games in this

50.59%

Below average games which are unlikely to impress your mates or your wallet.

category tend to be flawed.

40-49%

Overwhelmingly poor quality games with major flaws and appalling gameplay.

Under 40% The absolute pits.



Castle Kingdomsp32 Mutation's third Fun 'n' Value game. Alien Presence.....p33

Resource management and city building on alien planets.



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READER GAMES

Amigas Rule V3Giles Haydon Oh dear, oh dear, oh dear, No, really, oh dear, oh dear. BirdieFraser Hay

Top manic platform action from someone who knows their onions.

Skirmish..Dave Johnson & Dennis NG Full-on eight player fun. The kind of game that will drive you nuts.

Alien Pong Trilogy .. Gareth Griffiths Read what's been said above about Amigas Rule V3 and apply it to this. Hostile Horizon Auburn Hodgson £50 winner! Simple Reality shootem-up that looks excellent.

Cavern Commander .. Rob Benjamin A Thrustv/Lander kinda game.









GAMEBUSTERS Hints and tips to all your

fave games, including Elvira.





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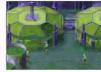


There's certainly plenty of life in the Amiga games market, here's where you can find what goodies are currently in development. It will make you smile.

Wasted Dreams

We're going to be in for a visual treat if these pics of Wasted Dreams are anything to go by.

Vulcan keep expanding their Mini series (have I made the gag about it being a bit of an epic series yet? Oh.) and the latest addition to the stable is the animated action/adventure game Wasted Dreams.



Three hald-headed blokes, vesterday

For the rhetorically minded here's how Vulcan describe the game: Mystery and suspense from a gigantic alien adventure in a violent reality. No, we don't understand them either but we can at least reveal that this 12-14 disk epic features some 300 animated sequences of the game's characters and that one or two players can join in the fun and elect

to cooperate or fight in a Deathmatch kind of mode. Wasted Dreams takes place across some 10 playing areas with each area comprising an unspecified number of playing zones.

All the animations have been filmed and with all the characters having their own personalities this looks like it's going to be one of those highly visual games that's actually fun to play. Well, we're hoping - we'll let you know what we think of it just as soon as we get the chance. Meanwhile, enjoy the pictures...





Castle Kingdom



Manic action and lots of green gremlins to fight off, that's Castle Kinadoms for you.

The third title in Mutation's Fun 'n' Value series - which has been reduced in price from £14.99 to £12.99 from this release onwards is to be Castle Kingdoms.







Alien Presence: Dawn of the Sixth Sun



The full game landscape. For this planet anyway. Others will look different. Of course

Apex Systems have dropped out of the Amiga publishing world. After just two releases they have decided to concentrate their efforts on developing games for other publishers. This is good news because it means they haven't abandoned the format at all, just repositioned themselves.

One of the first titles they'll have for someone else to publish is this space strategy game.

Prepare yourself for battle and brush up on your magic-snell making because you're going to need it as you work your way through the Black Castle

Mutation are also working on future Amiga releases with Monster Football, Kartoon Racers and Tin Toy 2 in the pipeline. We've no details on these games as yet but will bring you some just as soon as we can.



It's a resource management combined with warfare game. You have to find and use resources and turn them into weapons. These weapons are needed to to fight the six alien races.

The game boasts some 50 different types of buildings and facilities and some 19 occupations to occupy your civilian population. With 70 tradeable items and 100 planets spread across 25 star systems, the traders among you should be well catered for and with decisions concerning how and where to hit the bad guys the more aggressive among you should be just as placated.

As soon as we receive news of who's going to be publishing Alien Presence and when you can expect to see it, we'll be passing it on. As ever, in the meantime enjoy the pictures. Further information can be obtained from Dave Kirk 01709 890552

GAMES UPDATE

A couple of snippets of games news to pass onto you lot. Vulcan have added Strangers AGA to their mini series. This is the beatem-up we featured in AF94 from the Slovakian programmers Ablaze. The game's due for release on 30th April and features a total of eight levels with a mouth-watering six player Deathmatch option. Watch out for the full review next month.

Vulcan have also picked up the rights to publish the game formerly called Enigma (not the one that was called Atrophy then Atrocity and is currently in hiding). We featured Eniama back in AF91 and because of the horribly complicated situation surrounding the title, the game's now being called The Final Odyssey. It's an excellent looking maze game in the same mould as Chaos Engine et al so we're looking forward to getting our hands on this. No release date has been announced however, so watch this space

A game featured a while back in Reader Games which looked like it had the potential to be rather good was called DNA (I managed to call it Psyche which was a mistake because that's actually the name of the development team). The game had a couple of bugs that needed ironing out but this has now been done and the game now goes under the working title 'Formerly DNA'. Psyche are currently looking for a publisher for the game. so if any software houses are reading, give Paul Nordovics a bell on (01229) 773823 for more information. Here's hoping that we'll get the chance to review the game properly in the next couple of months...





Knowing what to buy and whe is crucial if you're going to build a thriving city. There's no point having a prison for example until you've got a fair sized community.



Canadian developer/publishers clickBOOM burst onto the Amiga scene last year with Capital Punishment. Now they plan to release a conversion of the enormously popular Myst. We sent Andy to talk to clickBOOM's Alexander Petrovic...



ndy Smith: This Myst game is one of the best-selling PC and Mac CD-ROM games ever. What exactly is it all about?

AP: Myst is a terrific puzzle/adventure game. Basically, it set a whole new standard for adventure games. It's just so completely different - you are not in a hurry to complete your task, you can't get killed or kill anybody else. It's really all about clever puzzles which have been put together with amazing graphics and excellent

of all time as well as being the bestselling game of 1996 on both the PC and Mac AS: Why are clickBOOM publishing

fact, the best-selling CD-ROM game

the Amiga version of Myst when Broderbund published the PC and Mac versions?

AP: The story of Amiga Myst started last summer when the fake demo appeared on Aminet. Amiga users' hopes soared, but it turned out that the demo was just a CanDo stack made illegally. But the interesting thing was that this demo showed Amiga owners that Myst could well be done on the Amiga.

Everyone who saw the demo got on Cyan's case (Cyan are the developers of the original Myst for Mac). Furthermore, Amiga Format ran a great news article inspiring a lot of Amiga owners to pester Cyan for an Amiga version. Seeing the sheer strength and enthusiasm of Amiga owners for this game, we at PXL computers and clickBOOM stenned in, and after several months finally purchased the license.

What most Amiga owners don't know is that a Japanese company, Sunsoft, actually own certain license rights to Myst, so it was ultimately Sunsoft we signed an agreement with.

AS: You've said Myst is a great looking and sounding game, but just what captured the PC and Mac gamesplayers' imagination?

AP: It's very hard to explain why Myst is such a great game to someone who's never seen it before. It's when you actually play the game that you

With this kind of quality graphics (above) it's not hard to see what initially wooed PC and Mac gamers.

clickBOOM's Amiga champion.

But it's not just the quality of the graphics that matters. (right) as every discerning Amiga gamers knows.

You'll understand just why it's a CD game though (below) after looking at these fabulous pictures.



unfamiliar with Myst is that it's a CD-ROM only game. But that doesn't mean it's one of those games that has just been copied onto a CD - the actual game is huge, some 600Mb! That's very impressive when you consider there's no intro recorded with a camera and then rendered just to eat up some space on the CD.

You're right though, it's an International phenomena and is, in

begin to understand the depth and intelligence of it. It's a game with an unbelievable atmosphere and we're absolutely convinced Amiga gamers will fall in love with it - just as every player on every other format has.

AS: But surely a CD-ROM only game with a high tech spec requirement is just cutting out too many Amiga owners? Can you really sell enough to justify the development of the game?

AP: Every copy of Capital Punishment had a registration card in the box and on that card we asked users, amongst other things, what their hardware set up was. After receiving Capital Punishment cards from players we realised that most active Amiga gamers have at least an '030. And that's AGA owners because Capital Punishment was AGA only.

The only major challenge we see with Myst is that it's CD only. But then again, it's very obvious why some Amiga owners don't vet have a CD because there's been nothing around really to justify buying one. Until now. Myst created a hardware revolution on the PC and Mac and we're confident it can do the same for the Amiga - now there is a good reason for every Amiga owner to buy a CD and accelerator board.

AS: When should Myst be available then and how much will it cost?

AP: We are targeting Myst for a summer release but the exact date isn't known. The price should be around £30. We will inform you on both of these points as soon as we have something more concrete.

Nick's mum has left a note on his bed! (left) Seriously, it looks good enough to want to start playing now doesn't it?

But there's no way you'd catch me wandering around this place (below) after the hours of daylight!

AS: Last time we spoke, clickBOOM hinted that they were developing other games - there was talk of a shoot-em-up in the pipeline. Can you tell us anything about that?



This location (left) doesn't look quite so scary but it's still not a place I'd like to find myself. Unless I had a weapon of some kind.

clickBOOM are certainly brave, and they've taken the Amiga to heart. Quality games like this (below) should pay dividends for 'em.

AP: We are working on another. original clickBOOM game, but I can't say anything at the moment. What I can tell you, is that we're going to be looking for beta testers for Myst. The

"Myst created a hardware revolution on the PC and Mac and we're confident it can do the same for the Amiga."

AS: Assuming that Myst does as well as you're hoping, does this open the door for clickBOOM to get hold of other games that haven't appeared on the Amiga yet? Quake for example?

AP: Most definitely. If Myst proves that the Amiga is back then we will bring out some more great games very soon. We feel this is something that should have been done a long time ago. Because of the lack of games like Myst, a number of Amiga owners have abandoned the machine in favour of other platforms. We're going to bring them back.

game is very big and very complex and we want every single part of it to be perfect. Furthermore we want to make sure it works perfectly on any Amiga setup. So, we're inviting Amiga users to contact us if they'd like to be a beta tester. All those that are interested should provide us with their exact computer hardware setup, as well as their postal and email addresses. There will be a limited number chosen, and they will all have their names in the game's credits. Please note that registered users of Capital Punishment will get precedence, so keep those CP registration cards coming in!

Once you've enjoyed the pictures, contact clickBOOM and become a beta tester. It could be good fun...



CLICKBOOM CAN BE CONTACTED AT...

clickBOOM 1270 Finch Avenue West • unit 13 M3J 2G4 • Toronto Canada

email: info@clickboom.com Point your web browers at: WWW.clickboom.com

Electronic Explosion

Six games from E.A are about to be re-published Some things deserve second and third chances.

> uildhall Leisure continue apace with their plans to rerelease some old classics on their ACID label. Six top Electronics Arts games are be appearing in a hat you're going to be spending your money on, here's what we think of 'em...

worth hunting down. Amiga Format give Guildhall the thumbs up for making this one available to the Amiga gaming community once again, go get yourself a copy.

85%

THEME PARK £14.99

A truly glorious resource management game with gameplay to satisfy even Sid Meir fanatics (he of Railroad Tycoon fame, which Guildhall may or may not release if they can track

ER HE HILLSHOW MINNESS SESSES A VANCA

portant to know what your visitors think in Theme Park, But it's a crap picture. an original copy of the game

th all the components - come on eaders, have a hunt in your games cupboard!). Theme Park's still riding high in the charts on other formats and Bullfrog found the formula so successful they've just released the brand-new Theme Hospital

Build your theme park, install rides, keep the punters happy with chips and burgers and start coining it - excellent fun that prompted Steve McGill to say: "If entrepreneurial skills are your strength, then beware you're likely to be addicted to Theme Park for years. If not, you'll probably only be addicted for a few months." And he wasn't wrong Park's an excellent game to play today as it e /er w

90%



Just what you don't want to see ahead. Blast past and give it a kick...





Oh goodness, I don't know. Four, four, two sounds good to me. It won't help me win though.



And what a terrific game it is too. Not quite Format Gold you understand but jolly good stuff.

With accurate team line-ups (w they were then at least) and ple attributes for some 48 in sides. FIFA Soccer prompted Stev Bradley to say: "Even experied Amiga football fans will tal pick up FIFA, but it shauld be worth It's big, it's hard and it's clever.

High praise indeed and althou that was said back in November 1994 it's still true. There have been other football games since that have tried to use a similar viewpoint (check the screenshots - it sort of looks like it's on telly, doesn't it?) but they haven't managed to capture the gameplay.

Sensi Soccer purists aren't exactly going to love it and although it does take a while to get used to playing, it's still a fine game and well



Vell I hope he's wearing very expensive leathers because it all looks like it's going to get very nainful Nick Veitch rides a motorbike you know That explains a lot of things



Blasting away from the start with enough power to erm, 'pop a wheelie' or something



our pre-flight briefing in Desert Strike. Yes he does look a bit like of Stormin' Norman.

ROAD RASH

Before road rage became an accepted phenomena of driving in the latter part of the stressful nineties there was Road Rash. You and a bunch of other ruffians spend your days riding motorbikes like maniacs. And should you think any of your chums are doing better than you are then thump 'em in the chops. With a bike chain or baseball bat if you fancy.

Road Rash is an excellent racing game, as well as the 14 opponents you've got to beat there are ordinary road-users to avoid as well as the odd cow in the road! Win a race and you get some dosh. Save your dosh and buy yourself a faster bike - you know the kind of thing.

It's adrenaline-pumping stuff and no mistake. Actually, that's another of the game's good points make a mistake and watch yourself go skidding on your backing for a couple of hundred yares before having to run all the way back and pick your bike up. Have I mentioned the police becoming involved yet? Oh, wal they do and yes - you can try n same from in the gob tectics or them too (all in the name of fun). A great game and a snip at the price

VERDICT

DESERT STRIKE £9.99

ground-breaking game (but spook) it wasn't from

Bullfrog!) that's as good today as it was when it first appeared, in '93,

Piloting your Apache helicopter in a kinda isometric 3D viewpoint, the idea's to work your way through the game's five campaigns with a little bit of attention paid to your tactics.

The game made great play of the fact that you could think about the order you tackle the individual missions that comprise each campaign and although there's not too much to think about because it's all fairly obvious, it did give the player a tremendous feeling of freedom within the game. That, coupled with the high-tension action, resulted in a very satisfying gaming experience. Desert Strike proved to be such a hit with the pu that the sequels are



A boat with a helicopter on the back of Yesterday. Come here when you've fine



The big X is a clue as to where to land...

still appearing on new generation machines today.

VERDICT

WING COMMANDER £9.99

Wing Commander is an ...atmospheric, cinematic-type cocktail of shoot-em-up, flight sim, role playing and all round good fun." So said Derek Davis way back when this first appeared.

There's a real Star Wars feel to the game as you troll around the cosmos in an attempt to thwart and battle the cat-like aliens who's only aim is to destroy everything.

The strength of the game lies in the way Origin managed to blend all the above game genres together into a smooth and satisfying playing experience. Especially suited to those who like to identify with a game character and watch them evolve

VERDICT 81%

PGA GOLF £9.99

Golf eh? I've never understood it myself but some people obviously love it. Fortunately, you don't have to like golf to enjoy a good golfing game, and PGA is still tops.

There are three courses, and 60 computer players to pit yourself against in full-blown four round tournaments (I assume full-blown tournaments are played over four rounds, but haven't got Sky so don't sit and watch it all day. Everyday).

Seriously folks, the game is dead easy to play and thoroughly enjoyable. Guildhall are also releasing PGA Golf Plus round about now for just £14.99. This is the same game as PGA but has an extra three courses iolly good value is what we say.



was). Action aplenty in Wing Commander.



The Amiga Format Dorm Agry. Cathy makes



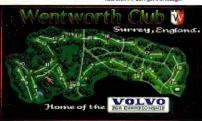
Wing Commander's briefing screen. All part of the fabulous atmosphere the game ha



Look at all those people - they obviously like their golf. And why not eh? Each to their own.



Blimey is that me? I'm a long way from the hole aren't !? Bet I get it in though.



ntworth in Surrey, it appears, is the home of the Volvo PGA Championship. Good, that'll come in handy when I'm playing some triv machine or other.



They're what keep the Amiga alive. They're the fruits of many a late night's debugging (or not in some cases!). They are, of course, the...

Reader Games

here's a bit of a change to the Reader Games this month. In the past Epic Marketing awarded a CD to every game featured on these pages. That's now changed and they're only going to award £50 worth of CDs to the month's best game (with the odd CD awarded here and there on our recommendation under special

circumstances). We're still awarding our £50 prize to the month's best game too so it's still well worth getting those games in – remember though if you're creating something using Realily or something similar then it's going to have to be significantly different to merit a mention here.

On to this month's selection.

We're not here to ridicule our readers'

efforts, the idea behind this part of the magazine is simply to offer our help and advice on how the games could be improved. That's not to say we don't have a laugh at the really bad ones because we have to be honest and admit that we do. Now, enough of all that. Let's get straight into it with a look at this month's submissions.

AMIGAS RULE V3

AUTHOR: GILES HAYDON LANGUAGE: PLATFORM CONSTRUCTION KIT

The best thing about this game is the sentiment behind it. You're out to convince your dad to buy an Amiga instead of a Mac or PC and to that end you have to negotiate your way through this platform game collecting disks and various bits



of computer equipment while at the same time avoiding the Macs and PCs that run and bounce around

the screen.
It looks awful and plays
just as bad. The Platform
Construction Kit has to take
some of the blame for this

because the tool is so limited, but even so this is one of the worst looking games we've had in for a long time. Even Spectrum owners would have avoided this back in 1982. Simple timing problems are one thing but they're just not enough to build a whole game around I'm afraid. And quite what your main character is supposed to be I have no idee, sorry Gilles.

PCS ALC

Yes, well, your guess as to what's going on here is as good as mine really. You're the pink thing by the way.

is just dreadful. Keep going though and keep sending the games in – after all, they can only get better.

Verdict: An awful looking game that plays just as bad. The gameplay heralds from the dawn of gaming when simple timing problems ruled and that just doesn't cut it in 1997. Don't feel too bad though Giles, the problem lies more with the Platform Construction Kit than anything else.

BIRDIE

AUTHOR: FRASER HAY

This is more like the standard of games we've come to expect from our readers. Birdie's a simple enough game: You run about the screen turning

the grey blocks coloured by running over them and at the same time avoiding any baddies on the screen. The gameplay's as old as the hills in this one too but at least it's been well implemented and is playable.

It's surprisingly playable actually.

You find yourself frantically jumping here and there as you attempt to get away from the baddies (hang around in the same place for too long and the baddies work their way towards you, which is good). The baddies are probably the only part of the game that could be improved however. If there was

some way of fighting back against them – either by shooting them or jumping on them then I'd feel the game was slightly fairer. As it stands it's good fun but the level of frustration is slightly too high. The speed of your main character actually contributes to this because it's all too





Biddle runs across the grey squares and turns them yellow. Mind out for the yellow stars though because they kill you. The blocks with eyes are for bouncing on. easy to go rushing into a bad situation and it can all go pear-shaped before you've got the chance to change direction and save yourself.

Good stuff though Fraser, a simple playable game that's not going to rock the world but is fun and entertaining – more please.

Verdict: A simple idea but one that's well implemented and highly polished. Not the most original game in the world but fun for a short while. If anything, it just falls on the wrong side of the addiction/frustration fence.

SKIRMISH

AUTHORS: DAVE TOHNSON & DENNIS NO LANGUAGE: BLITZ BASIC 2

Now this is a grin - especially when you've got a bunch of mates playing. Again it's terribly simple: fly a small plane around the screen and shoot any other planes that get in your way. Every time you score a kill you get two points and every time you get shot you lose a point. The first person to get to eight (alterable) wins the round.

Simple as that. This could well have been a full commercial release on something like the Atari VCS 2600 because it's pure competitive gameplay with very

basic graphics. Although this game does manage to be more addictive than frustrating it can be rather tedious to take off, fire one shot and then have an enemy plane crash into you before you have a chance to move out of the way. Obviously you can't increase the number of shots (you can only have one on screen at a time) because then you could just hit the autofire and let your plane get on with it but maybe if there was some kind of shield you could activate now and again your life expectancy would be greater than a few seconds. That would have to be tested though

because as it stands it's frantic and that's the best thing about the game. Maybe if collisions didn't kill you immediately but wore down your energy or something then the bouts wouldn't last so long either (especially in one player mode when you're fighting seven computer mode when you're rigning seven competed controlled planes) because at the moment they can last a long time!

Manic, frantic action that's a great deal of fun.



ct: A very simple game that's actually a lot more fun to play than it looks.

The gameplay's great at the moment but not very sophisticated and the sheer pace of

ALIEN PONG TRILOGY

AUTHOR: GARETH GRIFFITHS LANGUAGE: AMOS PRO

Some things need radical changes if they're to be improved. Merely changing the background graphics often isn't enough. It's certainly not enough in Alien Pong Trilogy which is just Pong really. Except it hasn't got a one-player mode so it's pretty useless actually.

the game allows no room at all for tactics.

I don't want to give Gareth an unnecessarily hard time but really there's not too much to say about this. Even the options screen doesn't do much because the only gameplay feature you can

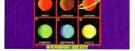
change is the bat speed. A whole host of features would need to be added to this to make it anywhere near enjoyable to play. Still, Gareth's backgrounds are half-decent and there's this huge scenario all about the planets in the solar system playing pong instead of going to war or something (I didn't read it all because it went on for too long), so that's a brownie point. Sort of.

Alien Pong Trilogy is a simple two player game of Pong. That's all there is to it. The only reason I've actually included the game is because Gareth lives in Monkmoor in Shrewsbury and a couple of my mates live

around the corner in Cleveland St. What a dreadful reason to include a game in Reader Games eh? I won't do it again, I 6Ta promise.

Yes, this is as exciting as it gets. The game's got a one player option in which you control both bats. No, really. You should try playing

it - it's as mad as a stick Ho hum



There's not a lot of point picking a planet really, so go for the random option every time. Or pick Earth.

Verdict: Gareth lives round the corner from a couple of my mates. And yes, that's the only reason I've included his game!

HOSTILE HORIZON

AUTHOR: AUBURN HODGSON





Having already said that I'm only going to feature games created with Reality if they're doing something special, I'm reality pleased to be able to include this one. The graphics are reality fabulous – certainty of a standard that's higher than an awful lot of commercial releases and well worth this month's \$50 prize.

There's not too much to say about the game beyond that it's a Reality shoot-em-up in which you fly left-right shooting things and collect the tokens they loave behind. These tokens can then be spent buying power-ups. Right then, just enjoy the jetures. Nice one Aubum.



Graphics of this quality not only deserve this month's prize, they deserve to be in a commercial release. Good work fella.

Verdict: A Reality shoot-em-up with all of that kit's limitations. But WITH graphics of such a high standard Auburn should be doing it for a living.

CAVERN COMMANDER

AUTHOR: ROBERT BENJAMIN LANGUAGE: UNKNOWN

Stalwart of the Amiga Format Reader Games section (and winner of last month's £50 prize with Fred the Frog) is American Amiga fan Robert Benjamin. I'm sure Robert will be the first to admit that he's no artist and probably not the

best programmer in the world but one thing he constantly impresses us with is his ideas.

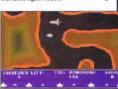
Cavern Commander is very simple. It's a sort-of but not really, kind of Thrust or Olds game. Combined with that really old Lander game that people used to play in the College's computer department. Steer your ship (which looks a lot like a grey egg) down through a cavern avoiding the missiles (easy) and collecting fuel and little people as you go. That's all there is to it. The levels get harder and harder and you've got no extra lives to play with so it's a shame the collision detection seems a little bis usupect at times. But it's still fun!

Once you've cleared a level you just can't help having a go on the next. And once you've died there's always a feeling that it was indeed your own fault so you just can't help going back and having another go to see if you can do it right this time.

This is the sort of stuff we want to play around with. If only Robert could add a little more polish and maybe invest in a decent paint package, to draw the graphics with before importing them into his games, we'd be even more pleased.

As it stands though, Cavern Commander is a very simple, very addictive fun game.

Well done again Robert.



Heaven knows how, but Robert keeps churning them out. This curious mix just, well, works. Please Robert, buy a paint package...



Verdict: It looks absolutely terrible and the collision detection can have you crying four at times but otherwise this is another playable and highly addictive game from the Robert Benjamin stables.

MORE OF THE SAME PLEASE!

The winning game featured in our Reader Games section wins the author £50 worth of Epic CDs. The winning entry also wins £50 from Amics Format

Just a note of caution though: don't bother sending in that PD game you coded three years ago, we'll spot it straight away and chuck it in the bin. And, once the game's been featured hers, we'll be passing the exceptional ones onto Epic Marketing who'll take a look at them with a view to publishing them. There's nothing guaranteed but you never know - you might just get a phone call in a couple of months time. Please remember to make sure you put a contact number or address on any of your

submissions and can you also enclose a recen photograph of yourself so that other readers can see who's responsible for the masterpiece you've created. The address to send your Reader Games to is: Reader Games + Amiga Format

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Some things are more important than playing games. Solving them completely is one of them which is why you've come to the right place. Low-down dirty cheats are GameBusters' stock-in-trade. Just don't admit to anyone that you've been here. Right?

Mistress of the Da







Another big beasty attacks and you'll need something better than a dagger if you're to win through.

his game is donkey's years old, and it's not terribly good (AF19 61%). But if we get letters asking for the solution, we can only assume that at least someone's trying to play it. Here then is the complete solution. I thank you.

▼ Go to the courtyard and collect some hay. Now go over to the souvenir shop and take the large shield. Then onto the armoury shop where we get the sword, crossbow and another large shield. Go to the library and take the spell-book and then go over to the kitchen and give it to Elvira.

- ▼ Take everything from the larder and ask Elvira to make Herbal Honey -
- then eat it! ▼ Now head upstairs and collect the laudanum from the bathroom and then search the bedrooms (make sure you don't enter the vampire's room vet) for crossbow bolts. Now go back downstairs and head for the garden shed - make sure you use the target range for practice on the way and keep looking in the bushes and trees for ingredients (you very rarely have too much of anything in this game). ▼ Once at the shed, take the key from the tin, plus the hammer, maggots and silver cross that are

there. Now go to the herb garden and take everything that's close and then head back into the living room. Take both the fern and the wooden stake. Now you've got the stake you can head up to the vampire's room and you should use the stake to kill her (hey! Even I'd have guessed that!). Now get the crossbow bolt and vampire dust. Head straight to the blue room and take the Bible and have a look inside it.

Go down to the torture chamber in the dungeon and get the salt. Now go up and out to the meadow. Using your crossbow, shoot the bird. Pick up a feather and a key and retrieve the crossbow bolt. Now go towards the maze, enter and head for the centre. Along the way, pick up any herbs close by. Don't get too close to any goblins that may appear but shoot them as soon as you get the chance. When you reach the middle of the maze you should see some eyes looking at you through the hedge. ▼ Choose an appropriate spell and shoot at the eyes. Once you've done this it's safe to enter the nest and get the ring. Look in the pond for ingredients too. Return to the kitchen but if the cook enters, throw some salt at her. Tell Elvira to make up spells. Now check out the dumb







waiter (by clicking on it) and retrieve the key using the glowing prior spell. Go into the chapel, take the prayer scroll and put the ring in the cross. A hole will appear and if you enter you will find yourself underneath the altar. Take the crown, use the prayer scroll, put the crown on the crusader and aet the sword.

▼ Go to the battlements of the castle. Shoot at the grey knight and note where he falls. Now head down to the dungeon and take the insects and the webs Go into the torture chamber and there you will see a ring on the floor, oull it and take the bones and the key. Now it's time to go to the catacombe Go over to the skull above the door and get the dragon's blood. Then dispose of the monster that stands in your way. Take the iron and

▼ Go back to the torture chamber, take the tongs and go to the foundry. Look in the box and take the crucible that you'll find there. Put this in the fire along with a crossbow bolt and a silver crucifix. Retrieve the silver bolt and head off to the stables. Shoot the dog using the silver bolt and get some horse hair.

stone keys and put the bones in the

empty coffin.

▼ Go to the end stable and pull the ring. Take the key and head back to the kitchen. Use the tongs to get some coal and when you've got this head up to the turret where the cannon is. Light the cannon. ▼ Go to the armoury and drop

everything except your weapon. Wear the armour and knock off the gatekeeper before reading the notice. Take the key and go back to the catacombs. Raise the lid of

> the coffin that doesn't have the bones you put in and you should now see a secret passage. Enter and swim along until you are able to surface, then go down again to find the grill. Unlock the grill and

you'll find the grey knight. Take the key and go back up the wall and along the way gather some moss and then climb the broken tower and open the chest. Inside you'll find a dagger and a scroll. Take both of these and go to the catacombs. Put the stone key in the stone key shaped indent and get rid of the handmaiden using a a spell. Insert the crusader sword into the pentangle. Kill Elvira using the dagger and scroll and that's it. You've finished



A vampire! This lady's bite is fatal and you'll need to find all the right kit before attacking her. The stakes are easy enough to get, but where do you find a mallet in a tourist castle?

HELPING HANDS

THE EMPIRE STRIKES BACK

I still enjoy playing The Empire Strikes Back but wondered if you have any cheats for it?

Clive Parker Lincoln

Easy peasy Clive, and because you do indeed obviously read the mag try this: for the cheat mode load the game and on the title screen hold down the HELP key and type XIFARGROTKEV

Try this too: during the game if you press C, D or L then C3PO, Darth and Luke will appear. Finally if you press the number keys (but not on the keypad) you'll hear some groovy speech and sound effects.

DESERT STRIKE & F1 STRIKE EAGLE II





I am writing you this letter to obtain some information about the the following games: Desert Strike and F1 Strike Eagle II.

Kurnauth Dharmasing

It's always nice to hear from the Mauritius branch of the Amiga Format fan club, so here are a few hints and tips for you: Desert Strike: try these level codes:

BOOQAEB Level two Level three KLJLTOE

Level four WEIVVII

and here's a cheat too: type the password as BOQQAEZ and you'll have 10 lives and infinite ammo.

F15 Strike Eagle II

Pressing Ctrl, Alt and R during play renews your weapons supply.

SETTLERS

I used to play Settlers ages ago and have been getting back into it. I used to have all the level codes but can't find 'em any more. I've worked my way back up to level 18 but was wondering if you could give me the codes for the later levels because they were the best ones (if I remember correctly). Thanks in advance.

Steve Green London

Happy to help Steve:

Level 20	Deacon
Level 21	Pasture
Level 22	Omnus
Level 23	Tribute
Level 24	Fountair
Level 25	Chude
Level 26	Trailer
Level 27	Canyon
Level 28	Repress

Level 29

LEND A HAND

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I'ds of the The secret of setting the playe on their conquering way is a happy populace.

nother game that came out a long time ago and which for is this cracking (but not quite management game. Feast your eyes

people are still requesting tips Format Gold) strategy/feudal England on our top tips to get you to the top...

Seasonal Tithe 20 🕈 🕹 Gold Crown per 100 head. Dispatch message CTUMPIS 40 +40 Iron. Stone 0 Wood The treasury from Arms AD 1326 AD 1267

In order to build castles and armies that produce results finances have to be kept under a tight rein.

Basic Strategy

 Your first goal should be to increase the population of the county you start with and this is best done with a decent farming program. As soon as you've got some men to spare though you've got to raise an army and defend the town cross. Fail to do this and your county will be completely undefended and therefore open to attack

 Get involved in stone, wood and iron products as soon as you can or save up some funds to buy the resources you need. Start production as soon as possible but bear in mind that you're going to need a good sized population (about 1,000 men or

England and Wales as they looked yesterday, 300 years ago, Probably



above) before you start seeing much output.

 Once you have started production however you have to weigh the benefits of arming your troops with weapons first (which toughens them greatly, and makes it a lot easier to acquire new counties) or building a castle (which makes it much easier for you to fend off attacks against you). ▼ If you plan on expanding into a couple of counties quickly, you might as well wait to build a castle until you expand your territory. A castle is less useful in the centre of your kingdom because you're much less likely to be attacked there. Remember though, don't expand too quickly because it's important to keep each of your counties happy and growing at a nice steady rate.

Farming You may find it easier to specialise in one crop type in each county. If you mix crops in a county you'll have to deal with the drawbacks that each crop quickly and sell the has. The chances are you'll be short of food more often than if you'd

specialised.

 Each crop type feeds people to different degrees but each type also grows at different rates. Feeding and growth levels are balanced though, so each crop type produces the same amount of food in the long run. Use as many fields as you possibly can without going overboard. You don't want to create a decline in fertility or find yourself requiring a dis-proportionate number of serfs to look after the crops. For grain you should only use as

many fields as you have labourers to look after them. But with any crop there will be events that appear from time to time that will kill them off, or destroy your stores, so it's always a

good idea to have a little extra in reserve to cover these eventualities.

Always make sure you keep some grain back for sowing. If you forget to do this and miss a sowing season you can lose a whole year's worth of food. Remember that the grain you harvest has to last for four seasons

When you allocate labour for sowing, make sure you've got enough men to harvest the resulting crop. It takes 1.5 times as many men to harvest as it does to sow. If you can't fully harvest the grain you may have to cut back on the sowing to save on grain and labourers. Don't overplant early on because one field can feed plenty of people and to farm too many hurts the fertility.

 Consider using grain when you're starting out as it's the cheapest crop. Though it's very labour intensive and unlike cattle or sheep, you can

build up a stockpile without having to worry about maintaining it.

Cattle

Try not to eat your cattle - they don't give birth fast enough to replace what you'd probably eat. They are a viable food source however in that you can eat the dairy

produce they generate each season without killing them. Invest in your herd by purchasing more cattle. The birth rate just isn't enough to keep the herd growing without some outside influence.

Sheep

"Sheep

are a cash

crop... you can

raise them fairly

wool they create

for gold."

Try not to eat your sheep - they don't give birth fast enough to replace what you'd probably eat. Sheep are a cash crop in that you can raise them fairly quickly and sell the wool they create for gold.

▼ Sheep are, like cattle, an indirect food source too. This is because you can use the gold you've got from the wool to buy grain. Used this way



sheep can feed as many people as any other crop.

- Because merchants have to convert the wool to grain however you must wait for them to arrive in your county (and they've got to sell both sheep and grain), so it's a good idea to stockpile your grain to hold your people through famine times when the merchants aren't arriving.
- To get a sizeable flock in a reasonable time you may wish to buy additional sheep from a merchant.
- Sheep only give birth in one season a year so you won't see 'em growing every season but their annual birth rate is significantly higher than that of cattle.

Building an army

Any type of weapons at least double the effectiveness of your fighters. Build or buy weapons as soon as possible. Use maces and axes for a more aggressive army because they are much better on the attack. Use spears and axes for a more defensive army.

Arm your soldiers with maces and spears if you're short on gold because their wages will be less this way. Archers and crossbows are invaluable for whittling down foes from a distance. No moderate to large army would be without them, after all. Use knights only when you can afford their wages.

Fighting battles

Surround your enemy to fight them from all sides. Attempt to lure your enemies into marshes and attack from the edge of the marsh. Use any knights you've got to outflank or outrup the enemy.

- Use your archers at the start of a battle and keep them out of hand-tohand combat because they stop firing.
- ▼ If you can lower your enemy's morale from a distance using your archers it's perfectly possible to cause a rout without taking a single hit. For this very reason you should

concentrate your efforts on removing enemy archers as soon as possible.

Defending against

If your forces are large enough, try taking on the enemy in battle but be careful because you don't know what the enemy is armed with until the battle commences. If you plan on sallying forth, garrison some troops inside your castle. If you don't then don't waste weapons inside the castle walls but garrison your peasants inside the castle.

Designing castles

Don't place the central defensive point on the outer edge of the castle as that makes it much easier for the enemy to launch infantry attacks on it. Add plenty of storage space for food and men and halls are good for this.

- While building, look at the info box's listing for men and food for guidance. Castles tend to be capable of storing about two seasons' worth of food for their largest possible garrison (at normal rations) so if you put less than the maximum amount of men in the castle you'll find the food reserves last longer.
- Remember that a moat buys extra time in a siege and requires only labour to build. Try for a concentric castle design with the central defensive point in the middle. Try starting with a small design though because you can expand later.
- ▼ Towers, gatehouses and keeps all add a defensive bonus to your side against infantry, ladder and tower attacks that happen within one square of them. Therefore, the best defended castles will place these structures no further than two squares apart so that their defensive ranges meet (clever eh?)
- ▼ Build a gatehouse on the castle otherwise you will be unable to head out or escape from a siege. There you go then folks, that should see the whole kingdom in your hands before very long!



It shouldn't take any of you very long to get these yourself, but just in case you're particularly cackhanded, here are the level codes:

Paradise Island Fairground **Sky Fortress Space Mountain**

> David Trenholme Darlington

442244

867377

835000

730098





Tommy and his mate take on wild veggies. Release the trapped tomato by shooting the lock.

Primal Rage

When swapping the final disk before a fight press the left mouse button instead of the joystick fire button. Then if you're losing your fight press the mouse for a 'new challenger'.

> Graeme McDouall Telford



Here are a couple of additional cheaty type hints for anyone keen to use their Action Replay Cartridge. It gets pretty technical so don't come crying to us if you give it a try and get hopelessly stuck!

Freeze the game at the Action Replay screen type D 1199E at the prompt and press return. Keep pressing return for about 15 lines until you get a line saying RTS (end of routine).

There will be 3 lines in between these points saying ANDI.W#3FF (the first line) and ADDI.W#3FF and another ADDI.W#3FF,D0.

If you change all of the #3FF values to #760 (by typing A instead of



D) then if you type D 108DE and list a few lines you will find a line saying BTST #5. Change the #5 to #2. Now when you restart the game you should find that you have increased

These codes work on the A500 version, the same changes can be done on the A1200 but the code is at a different memory address

Oliver Pike Stratford upon Avon

Not harmful directly, but the robot will usher you towards harm if you let it.

Vertigo takes to the air and swipes at Diablo with his tail. Tail swipes are good for knocking down the opponent's brain strength, but not much else.



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PD Select

Dave Cusick once more sifts eagerly through the contents of the PD and Shareware mailbag.



That's me in the middle, flat on my back with all those tough looking blokes just waiting to put the boot in!

SOREFIST

By	Snakesoft
	Licenceware
PD Library	F1 Licenceware
No of dishs	One
Price	£3.99 + 75p P&F

When I was a schoolboy in the early eighties, practically all my friends owned a horrifically rubbery 48K ZX Spectrum. I used to laugh at the tacky keyboard feel and the noisy and sometimes unreliable software

include software loading procedure. But their computers had a whole 16K more than my trusty Acorn Electron and a far wider range of software at their disposal, so my criticisms may well have been fuelled by iealousy.

A few of those friends spent hours on end playing a game

called Renegade, an unimaginative but reasonably addictive beat-em-up featuring traditionally Spectrumesque monochromatic graphics and ropey animation. Renegade was later followed by a sequel which I believe was (in a fit of originality) christened Target Renegade.

Over a decade later, Songist is an Renegade to the Amiga. In contrast to the memory-efficient multi-load Spectrum version, Songist requires a megabyte of chip memory to function. However, with colourful graphies, a smattering of sampled musical effects and a reasonable array of fancy moves on offer, this is a definite improvement on the original, in terms of presentation if not necessarily in terms of grampolay.

As well as four difficulty levels there is also a Turbo Mode, in which the action becomes blisteringly fast and smooth and the gameplay apparently tougher.

Whilst Sorefist is scarcely a beatem-up of StreetFighter 2 calibre, it is nevertheless a commendable attempt to breathe new life into an 8-bit classic.

OFFENDER

By	Fred Baye
Ware	Sharewar
PD LibraryC	lassic Amiga Software
No of disks	On
	£1.00 + 75b P&P

Another attempt to recapture the magic of a classic of yesteryear, Offender is a near-perfect recreation of the infamous Williams coin-op Defender. It requires an Amiga with an 020 or faster processor and an FPU, and whilst the graphies are scarcely stunning (being based as they are on those of an aging arcade machine) the result is a game offering some extremely slick and smooth blasting action.

In case you happen to have been living on a remote desert island for the last fifteen or more years, the objective in Defender and its many clones is to use your highly manoeuvrable space fighter to protect humanoids from abduction by alien landing craft. If an alien craft gets hold of a humanoid, you must quickly locate the craft and destroy it, then catch the falling humanoid and safely return it to the surface of the planetoid below. Wave after wave of alien starships must be fought off, so the odds are greatly stacked against you.

As well as the usual laser beams you have at your disposal a hyperspace drive, which can be used in emergencies to whisk your starship instantaneously to another part of the planetoid. You also get a few smart bombs, which wipe out every alten craft on the screen at the moment of detonation.

moment of deconation.

Offender's severy bit as playable and addictive as the arrade original. Unfortunately this demo version only contains two levels, so seasoned Defenders will finish it within a couple of minutes. However what is here serves handsomely to whet the appetite for the full version, which is available from the author for \$15.

The registered version also includes more sampled sounds than this demo.

PREMIER SIXES V1.6

Ву	Robbie J Mappin
Ware	Freeware
PD Libro	ryavailable from author
No of dis	ksOne
Price	£1.50

Football is, in the opinion of this particular reviewer and, I dare say, a large proportion of the population of England, the greatest sport ever conceived. In the wake of Euro 96 the Beautiful Came seems more popular than ever.

Given the opportunity, most football fans will happily drone on for hours about the sort of players and tactics their favourite teams ought to be using, a fact which might well explain the incredible success of many managerial games over the last few years. Whits Championsite Superior as the ultimate footie management game, in recent months there have appeared a few cheaper yet still eminently playable alternatives.

Premier Sizes, unsurprisingly enough, offers you the chance to guide one of ten top Premiership teams through a six-a-side tournament. With real life players who are all realistically rated, a variety of tactical options and plenty more besides, it offers a surprising amount of depth for a PD program.

The game is controlled via an intuitive mouse-driven interface, and runs on any machine with at least a megabyte of memory. Actual matches are presented in a similar fashion to Championship Manager, with a basic commentary for the highlights, and some standard crowd sound effects to accompany the goals and any near misses.



Don't just talk about tactics, apply them to your own teams!



And yes, you guessed it – that's me on my back again.

Or sore back as the case may be!



DARK CITADEL



By	Rob Massey
Ware	Licenceware
PD Library	F1 Licenceware
No of disks	Four
Price	£6 99 + 756 PS&P

Without a doubt, Dark Citadel is one of the the mould of commercial offerings such as entertainment.

The plot is suitably contrived, casting



Ysadora from an evil spell. The game takes viewed-from-above castle romp, boasting a multitude of sampled sound effects which really add a new dimension to the adventure. Whenever Marlon attempts to

Whilst the author has deliberately incorrect actions lead to death, or in which a minor omission on one level renders the game incompletable, Dark Citadel could scarcely be described as unchallenging.

There are three levels, each one containing sufficient puzzles to keep even the most

In addition to the pleasing graphics and superb sound effects, Dark Citadel has joystick control system. In short, it is extremely hard to fault and would make a far better purchase than many commercial memory to run, and because the numerous sound samples have to be loaded from



in handy if you want to open that do

Premier Sixes is apparently available in three different flavours -English, French and Italian. On completion of the game a special code is displayed, and as an added bonus the author has said that the first person to send him that code will win a free copy of his next game.

PRETIUM DEMO

on of the

By	David Orr
Ware	Shareware
PD LibraryCl	assic Amiga Software
No of dishs	One
	£1.00 + 75p P&P

Pretium is, according to its author, "a quality personal finances software package" which is "as simple to use as writing in your checkbook [or chequebook, as we Brits might say ...], but advanced enough to take advantage of the power of your Amiga".



Keep track of your finances with the demo of this comprehensive accounts pack.

The program works by allowing vou to create groups of accounts, the idea being that an individual might for instance have a savings account, a cheque account, and various credit card accounts all grouped together. Providing you are running Pretium in a screenmode with at least 16 colours, the various accounts are displayed in different shades so as to make differentiation easier. The example accounts group, though rather brief, clearly illustrates the way in which the system works.

Entering account details is a reasonably simple process, although it might take some getting used to, not least because using the TAB key to move between fields is more a standard Windows feature than one familiar to Workbench veterans. Once entered, transactions are automatically sorted by date. Account reports can be easily generated, and

these can of course be printed out for future reference.

Pretium is actually a commercial package costing \$54.95, but there are enough features enabled in this demo version not only to hint at the

power of the full package, but to make it fully usable in its own right.

Amongst other features, the full version is capable of importing and exporting data in the Quicken Interchange Format (QIF), meaning account details can be readily moved between your Amiga and Macintosh or Windows machines.

AMIGA CLUB INTERNATIONAL LITH ITIES

By	Various
Ware	Various
PD LibraryRo	berta Smith DTP
No of disks	One
Price	90b + +50b P&P

This disk contains a triumvirate of utilities, ranging from the indispensable to the frankly rather specialised.

DiskSalv2 is perhaps the single most useful disk salvaging program ever conceived (except, presumably, for its commercial successor DiskSalv 3). Capable of recovering data long after opposing programs have given up and pronounced a hard drive partition well and truly mangled, it will happily restore precious files to a handy target directory. It was created by Dave Haynie. something of a legend amongst long-term Amiga users anyway, and indeed it is amongst the most worthwhile candidates for Shareware registration in the entire history of our beloved machine. It is nothing short of

essential.



DiskSalv2 - you really can't afford to be without it.

There are three utilities on this disk, although DiskSalv is definitely the most useful.







Track2File is a Freeware program which allows you to rip files from NDOS disks and save them to any device in either original or decompressed form. It recognises a wide variety of file headers (81 of them, in fact), many of them specific to certain commercial games. Although legally it is probably on precarious ground, Track2File might prove useful to some.

Finally, Fabrizio Farenga's Easy 1541 allows owners of old Commodore 1541 and compatible 5.25" drives to access them from their Amiga, via a cable plugged into the parallel port and a supplied set of commands.

Whilst the latter two programs will doubtless be of limited appeal, DiskSalv2 is of such incredible value to all Amiga owners that those without a copy would do well to get hold of this disk.

WHITE BARRITS

THE PARTY OF THE PARTY OF	4 1 1 4
By	Andy J Campbell
Ware	Licenceware
PD Library	5th Dimension
	One
Price	£3.95 + 50p P&P

Ever since Lemmings proved just how successful a good puzzler could be, programmers everywhere have strived to produce a simple yet addictive game that could simultaneously tax the old grey matter and entertain Joe Public for more than a few minutes at a time. White Rabbits is the latest such attempt. Whilst it is not quite in the same league as any of the games

featuring those lovable suicidal rodents, it manages to be reasonably engaging and thought-provoking.

The objective is to guide a rabbit through 60 levels, avoiding traps and reaching the exits within increasingly strict time limits. The game is mouse controlled, with a couple of clicks causing our brave bunny to bound eagerly about as necessary.

With passable if unspectacular graphics and a few bearable tunes to accompany the action, White Rabbits manages not to annoy, even if it does fall some way short of audio visual excellence. Presentation is largely a secondary consideration in games of this kind anyway, and importantly White Rabbits has both a responsive control mechanism and plenty of long-term appeal. Since a good deal of gaming awaits those prepared to give it a chance, it should not disappoint the puzzle game fanatic.

EGG SCRAMRIE

ByEntactogenic Design
WareShareware
PD LibraryNorth Staffs PD
No of disksOne
Price 50h + 75h PE&P

I must confess to having been eggstremely eggcited when I first caught white of this title. Would it be better than the nest or might it not be a hatch on the competition? It really wouldn't matter feather or not it was any good, I decided, hatching a plan simply to use the game as an opportunity to crack some feeble volks which everyone would have bird a thousand times before.







As you can see there's plenty going on

Egg Scramble is a bizarre platformbased arcade game in which you play a bird competing against a computer controlled feathery foe to collect eggs and transport them to your nest. Making things rather more interesting are a variety of collectable bonuses which have varying effects, both on your score and on the gameplay in general.

The presentation throughout is nothing short of excellent, and the attractive intro screens are accompanied by suitably catchy music. Egg Scramble also has some of the busiest in-game graphics I have ever seen in a Shareware game, with all sorts of strange things flying around the screen.

Impressively the programmers have managed to maintain a frenetic pace throughout, with the numerous sprites not causing any noticeable slowdown in the action.

There are only three levels in this demonstration version, but the full version, available from the authors for a fiver, features fifty levels, as well as extra music, a saveable high-score table and numerous other enhancements.

WHERE TO GET THE DISKS

Dark Fiction 2 9 Reality M&S Converter

10

PCTask 4 Demo

9

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Robbie I Mannin Holywell Cottage Wentworth Road South Yorks S64 8LA Other good PD libraries



If you don't move quickly, your rabbit has a quick snooze that's him in the corner looking like a dollop of snow!



Green blocks can move vertically or horizontally. You just have to figure out the quickest (and safest) route.

APPLAUD SOFTWARE

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ACE (Atari 800) and Apple II Emu's

In-depth reviews of hardware and software that you can trust

ust in case you're wondering - the red hair was originally for Comic Relief (I managed to raise £65), but now it's with me for a while, in these pages at least. The news that

Gateway have made a successful bid for Amiga Technologies couldn't have come at a better time. We have a lot of great products to show them that our favourite computer is still alive and well and really pushing the software and hardware envelope further with each passing month. All we really need now is a fast processor for all those 3D packages...



IMAGINE 5

Has Imagine 5 been left behind by competitors with less features but far better ease of use?

Graeme Sandiford investigates.



PAGESTREAM 3.2

It's been a long time coming, but Soft-Logik's DTP program is finally out of beta. We find out if it's worth the wait.

WEB EXPLOSION

Filling a CD with stuff for the web isn't easy because the files are so small, but here we have two! Ben Vost offers his verdict on this bumper package.







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en Vost

is very simple. Amiga Format is staffed by some of the most experienced Amiga users in the world and what we say goes. OK?

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CD-ROM ROUND-UP Those silver discs just keep on

spinning and Nick Veitch is there to give you his insights on what makes them great.





TERM REVIEW

Our third long term test concentrates on DOpus 5.5.



AMIGA.NET New person alert! Cuddly Dave Cusick gets all muddy.



It used to be the Amiga's favourite 3D program - but have the competitors caught up? Graeme Sandiford finds out...

here have always been programs that take the Amiga beyond being just a games machine with a keyboard. The package that managed to get the most people to drop their joysticks and start to do creative things was Deluxe Paint. However close behind this landmark product was a program called Turbo Silver which, while not as popular, caused almost as much of a stir through its revolutionary nature.

Turbo Silver was one of the first 3D modelling and rendering programs that would enable any Amiga-owner (with

"Most sensible 3D programs integrate as many features as possible into a few, or even one, editor."

surprisingly low system requirements) to create images infinitely more exciting and inventive than the shiny balls and chequered surfaces that most other affordable computers were so proud of. In time the program's features and user-base grew larger and its name was

This highly detailed model of a US military Jeep even has a set of spades and shock absorbers most impressive.

changed from Turbo

Silver to Imagine. After a while Imagine entered into a bitter and long period of competition with a program called Real 3D. This proved very healthy for both

programs as both reached new levels of functionality and power. In the end Imagine, aided no doubt by distribution of 130,000+ copies of version 2 as a cover mount on issue 53 of Amiga Format, established itself as the Amiga's favourite 3D package.

TOUGH COMPETITION

However, things have moved on and there are a lot more 3D programs available and Imagine, now in incarnation number 5.0, certainly has its work cut out if it's going make an impression on this market let alone regain its leadership. To be quite frank, Imagine 4.0 failed miserably to provide enough new features or a sufficiently optimised interface to make it a viable choice for anyone who's interested or already experienced in 3D animation when programs like Real 3D and Lightwave are about.

Strictly speaking the program's problems don't really lie in its range of features, in this respect it more than holds its own against Cinema 4D and is almost on par with Real 3D. However the area where Cinema 4D (and even the notoriously difficult to use Real 3D)



COMPARING AMIGA 3D PROGRAMS

	Program name	Cinema 4D 3	Imagine 5.0	LightWave 5	Real 3D
ı	Particle system	no	limited	third-party	extensive options
ı	Bones	none	yes	yes	yes
Ì	Inverse kinematics	limited	yes	extensive	extensive
I	Collision detection	no	no	third-party	yes
	Procedural textures	no	extensive	yes	limited
	Fractal landscapes	yes	no	no	yes
	Fractal trees	plug-in	no	no	yes
	Spline modelling	yes	limited	limited	extensive
	NURBS modelling	'no	yes	yes	no
	Lens flares	yes	limited	extensive	limited
	Object deformation	yes	extensive	yes	yes
	Shrink-wrapping	no	no	no	extensive
١	No. of editors	1	7	2	1
ı	Text features	plug-in	yes	yes	limited

CINEMA 4D



Cinema 4D has been described as a mini-Imagine as well as what Imagine should look like.

LIGHTWAVE



nes power, flexibility and superb ease-of-use.

REAL 3D



Getting to grips with Real 3D is no walk in the park, but the rewards are definitely worth it.

"Of all the 3D packages available for the Amiga, Imagine has by far the largest selection of procedural textures."

completely out-classes Imagine is the design of its interface. Most sensible 3D programs integrate as many features as possible into a few, or even one, editor. But Imagine has all of its features spread across a quite ludicrous number.

It has been quite saddening to witness this poor program struggling over the years to keep pace with other 3D packages, while mercilessly burdened with more and more features without sufficient modifications to the interface to accommodate them. It's a bit like trying to turn a Mini into a people carrier by simply adding more seats. Imagine 5.0 now has no fewer than seven separate editors.

HOW MANY?

For the benefit of those of you that have not used Imagine before, or at least not

recently, we'll briefly go through the editors and their functions.

The first that you will encounter is the Project Editor. You are taken straight here when Imagine is run and this is where you create or load a project and then return to render it. Here you can control things like the rendering method, picture size, camera effects, motion blur and file formats.

The Forms Editor is probably the part of Imagine that is most over-looked, but it does have some interesting and sometimes even useful features. This editor is used for building models and works on a cross-section basis where the user defines several key cross-sections and the program attempts to smoothly link them together. The result, not without some degree of effort, is usually smooth or organic objects. These can then be loaded into the Detail Editor where they can be further modified.

You will probably spend most of your time in the Detail Editor. It has the majority of the program's primary model tools and it is also the editor that has benefited/suffered from the most new additions. You can choose from a wide selection of primitive objects or use the program's extrusion, rotation and sweeping functions to craft your own. The Detail Editor also has an extensive range of object manipulation tools that enable you to pull, bend, stretch, taper and otherwise modify your object.

ATTENTION TO DETAIL

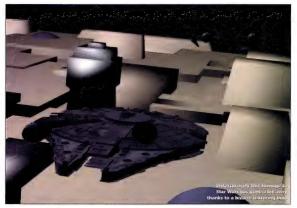
This is also the editor that is used to define the surface properties of your objects. Of all the 3D packages available for the Amiga, Imagine has by far the largest selection of procedural textures and from version 4.0, you have been given control over how they interact if more than one is applied to the same object.

To help you visualise what your surface will look like when applied, the attributes requestor provides a preview of your surface mapped on to either a sphere or plane. And to further aid your modelling endeavours the Detail Editor also sports a NURBS-like blobs tool and the ability to apply Stage FX to your objects.

Speaking of stages the Stage Editor, as the name suggests, is the place where you bring all of the objects that you have created and set the scene or stage that they will finally be rendered on. You are given full control over adding lights

and positioning the camera. The Stage Editor is also used for







features would have been better located in the Stage Editor. The Spline Editor is the program's only implementation of spline-based modelling and it is hardly complete. It is pretty much limited to the construction of spline-based font objects which are then converted to polygons. While it does a good job of

"talented people have been doing great things with the program for years."

However this is not the place where you edit things like ambient lighting, backgrounds, global fog or even apply Stage FXs. These things are handled in the Action Editor – yet another editor.

Stage FAS. These things are handled in the Action Editor – yet another editor. The two remaining Editors are the Spline Editor and the Cycle Editor. The Cycle Editor is probably the

Aside from support for Cybergraphics, an ARexx port and macro facility are the only new features. doing this, a lot more should have been done with it and similar results can be achieved within the Detail Editor.

NEW ADDITIONS

Well those are Imagine's main features (for a more detailed list see the feature comparison table), but what are the new additions to Imagine 5.0? Well there aren't quite as many as you might

have expected - in fact there are only two; support for Cybergraphics screens and an ARexx port. Of course both are welcome additions but hardly huge leaps forward in 3D program development. The feature most needed - a severe revamping of the interface - is still missing. There are undoubtedly a great deal of potential benefits to be had from adding an ARexx port to a 3D program, Lightheave being a prime example, but Imagine's implementation of ARexx doesn't make up for the short comings of the interface. If you are looking for guidance in creating your own Imagine ARexx scripts you will find a helpful and comprehensive list of commands, but no example scripts are supplied on disk or included in the documentation.

FEATURE PACKED

The program does have a lot to offer in terms of features. There is a decent particle system, advanced (if somewhat confusing) bones, inverse kinematics and extensive modelling tools. But despite how good it might look on paper, when you are using a 3D program for pleasure you don't want to be grappling with an unnecessarily complicated interface. If you are looking for a 3D program for professional use you will find the time overheads extremely costly.

I would certainly recommend tracking down a copy of Real 2Dif you are looking for a recreational package. It might be tricky at first but it is highly configurable and it keeps all its tools in the same screen. Professional 3D artists (with large walles) will no doubt benefit from purchasing the ultra-easy-tous Lighthouse Light and the control of th

Ignoring all of the minor but annoying 'undocumented' features and accepting that Imageine is looking a bit long in the tooth, it has to be said that talented people have been doing great things with the program for years. Perhaps if enough of these people are still loyal to Imagine, then they will be able to make it better by utilising the ARexx port, but the chances are looking very slim indeed.

DISTRIBUTOR: Impulse 001 612 425 0557 PRICE: \$100 (about £60) REQUIREMENTS: 3Mb RAM, hard disk

.... Slow screen redraws - even on an '060. MANUAL: .0000 Could be subtitled "a rough guide to misdirection and a ACCESSIBILITY: Interface over-complicated and over-burdened. FEATURES: Great if you can find them. VALUE: Only if you're prepared to work for it. **OVERALL VERDICT:** It certainly has the tools – but it will be darned if it will let you use them.

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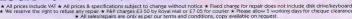
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PageStream 3_2

The killer desktop publishing application we've all been waiting for is at last finished. But have Soft-Logik got it right this time after years of beta testing?

with many others I invested in the future of Amiga desktop publishing when Soft-Logik released PageStream 3. Back then, this wonder DTP application was hailed as the saviour for Amiga publishers, but over the years, Soft-Logik have struggled to get it finished.

Over half the alphabet seemed to go by before we finally saw a version resembling the finished article. That was version 3.1 which was released at the same time as a paid upgrade, V3.2. Now Soft-Logik are working on version 3.3 and striving to improve this already heavweight application.

Three weeks have now passed since Look delivery of PageStram J.2, and in that time I have been using it extensively for magazine creation, leaflets and so on. The really good news is that in that time I didn't have one crash. Solid as a rock—and for me, running on an '060 Amiga 1200, this was the best news of all.

It still does some quirky things. For example, when you type white text over a black box, the whole block is white so you can't see what you are typing. But on the whole, it behaved itself as well as most applications. Even fellow Amiga users who I've spoken to are impressed with the way it now works.

CHANGE OF FACE

Having last used version 3.0i, I was surprised to find that the most noticeable change in the finished version was the clean interface. These changes have made *PageStream 3* easier

UPGRADES

With more and more Amiga owners upgrading their machines, LH Publishing realise there are probably quite a few PageStream 2 users out there who might like to have PageStream 3. For them, there is an upgrade price of £105, a saving of £20 on the normal price.

This is an offer only available from LH Publishing. A separate upgrade offer is available in the US from Soft-Logik. Contact LH Publishing for details. PageStream 3 has come a long way since it was released a few years ago and is now a very accomplished desktop publishing program which is now reliable as well as powerful.



to use and less complicated. Prefs for the program are now all together in a familiar looking tabbed panel.

Not having a graphics card in my A4000 (yet), I wasn't able to test PageStream running on a 24-bit screen,

PageStream 3.2 supports a number of palettes that can be left open to give you quick access to many functions. but now that everything seems to have been sorted out and the program is more than useable, I intend to change The program was quite quick in 64colours under AGA, although speed is relative to experience and when I used it on another of my Amigas, an '030, it felt quite slow. Those who haven't used an '060 probably won't notice that.

TEXT HANDLING

PageStream's handling of text is okay but there is still some room for improvement. On the plus side, the speed of text on the page is fine. Text can be easily placed inside shapes and formatted using powerful style sheets. Wordworth users will be intersetted to know that with an optional filter Wordworth documents can be loaded into PageStream 3.2, and pictures can be included as long as the images are bitungs and not CGM.

On the down side, the text based editor you get with PageStnam 3.2 could be better. I'd like to see Soft-Logik hide the annoying formatting code. I also found that sometimes my text lost its formatting while going back and forth between the main program and the editor. The moral of this is simple.

Make sure your text is well prepared before you place it on the page. It's worth noting that

"PageStream 3.2 is undoubtedly the king of the desktop publishing applications on the Amiga."

that situation. I understand that running the program on a graphics card makes a big difference to the speed and quality of the screen display – something very important in DTP. with the help of a few optional extras the text handling can be improved further. TextFX2 enables you to warp text while a True Type filter will let you use True Type fonts as well as the



Compugraphic and PostScript ones it already supports (amongst others).

GRAPHICS HANDLING

Like PageStream's text handling, there a number of good and not so good points about the way PageStream handles graphics. I'm glad to say that the balance is very much weighted towards the good. On the plus side, PageStream

not only imports and exports many graphic formats but also has a number of useful drawing tools of its own

For me, the feature with the biggest wow factor is PageStream's ability to mask graphics using structured objects. This enables you to create a heading, convert it to a drawing and mask everything



outside the lettering when placed over an image. This results in the text appearing to be filled with the picture.

EXTRAS

There are quite a number of extras available for PageStream 3. These include TextFX2 (£29.99) for warping text on curves and so on, a True Type font engine (£14.99), a JPEG import/export filter (£14.99), a filter for importing Wordworth documents into PageStream 3 (£14.99) and finally Gary's Effects (£14.99) for applying special effects to graphics in PageStream 3 and BME. All these extras are available in the UK from LH Publishing (01908 370 230).

PageStream has its own printer drivers as well as supporting normal preferences drivers and PostScript.

As well as a toolbox PageStream also gives you a Toolbar and you can choose what tools you rant in it.

You can apply many different attributes such as hyphenation, tabs, kerning, colour and so on to selected text.

Images that are imported into PageStream 3.2, can have a number of effects applied to them within the



Text boxes can contain any number of columns with an editable gutter.

You can also apply effects to pictures in PageStream - brightness, tiling and lots more. If the basic effects are not enough, more are available in the form of Gary's Effects. On top of all that, you also get a bitmap editor in the form of BME, which is like a paint package where you can crop. touch up and image process pictures. As far as import filters. PageStream supports a wide variety of bitmap



up images as well as apply special effects.

formats like BMP, GIF, PCX, TIFF and so on, as well as Illustrator, DR2D-IFF and Freehand. If you have an extra fifteen quid spare, you can also get a JPEG import filter for PageStream 3 from the UK supplier.

With so much going for it, there isn't a lot left to be negative about. There is one thing that annoys me though. The ability to place a graphic into a shape, so it doesn't cover your whole page and more when it appears on your screen, doesn't work - or at least it didn't work for me. No doubt there is work around, but with the help of the edit palette, changing the size of such an image, even one you can't see the whole of, is dead simple.

IT'S A KILLER

All this brings me to conclude that PageStream certainly lives up to its killer application tag. A lot has changed since it was originally released. The ProPage import filter is gone for example, although Soft-Logik are reconsidering that. You don't get the amount of clip



MANUALS

LH Publishing inform me that versions of PageStream 3.2 now shipping are doing so without manuals. There is a quick-start quide to get you going and extensive on-line help. Anyone buying a copy lacking a printed manual will be able to get a free one very soon.

art you used to get with the original version either. Not to worry

> though because the company bringing version 3 into the UK, LH Publishing, tell me they noticed this as well and are giving away a CD with each copy of PageStream 3. which more than makes up for the missing material. There's a lot more I could say

but the bottom line is that PageStream 3.2 is undoubtedly the king of the desktop publishing applications on the Amiga. It's pricey and still not perfect but if you're on a tight budget then you can get either ProPage (£49.95) or PageStream 2 (£25) and then upgrade later.

Etitor | IFF ILES Place

When you import images, you can leave them external which helps keep down the document file size as well as saving memory.



Guides are applied from this panel. It isn't as intuitive as simply dragging a guide from a ruler but you get used to it after a while.

DISTRIBUTOR: LH Publishing 01908 370230 PRICE: £125 REQUIREMENTS: WB2.04 or later, fast processor and at least 4Mb extra RAM

MANUAL I haven't had any need for th printed version ACCESSIBILITY A clean and easy to use inter it everything the Amig publisher requires VALUE: Expensive - but well worth it. OVERALL VERDICT



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here are websites that look nice. and there are websites that look great. A lot of this is down to the images used and the time taken to download them. Some sites seem to mix and match different graphic styles and end up looking a mess. Web Explosion gives you a set of matched elements which results in a website with a consistent style.

The package comes shipped with two CDs filled with clipart and images in GIF and JPEG formats and AIFF and WAV sound samples. The bundle also comes with a beautifully printed reference book that is half in colour and half mono. The colour section details all the custom-created clipart that Nova Development (no, not Nova Design the people behind ImageFX, this is a different company) have put together.

FIND YOUR WAY

It should be stated at this juncture that the CDs are actually intended for PC and Mac use and thus have no Amiga software on them to help you navigate their contents. Fortunately the book makes that fairly easy, but all the images are just listed by number. Speaking of the images, it's hard to see exactly what use they could be put to on people's websites - usually if you want to devote the kind of screen area and download time to an image that's bigger than a Lo-Res screen, you have a pretty specific image in mind. All the same, I guess they could be used as the basis for new buttons, etc., but they will need a lot of work to become useful. I have a sneaking suspicion that they (and the

Web Explosion provides the putalive Aniqua web auteur with the wherewithal to create highly coloured yet coherent websites with a minimum of effort. Not only does Web Explosion come with benners size the above for editing in your flowardine pairly ackage (we added the text on that point splat, but also the background for this page. Backgrounds come in a variety of colours and syfes like as: 300100 C & & @ 9 P 8 8 6 C DISTRIBUTOR: HISoft 01525 718181 PRICE: Introductory offer £39.95. Normal price £49.95 REQUIREMENTS: None

Some of the huge ange of images that come on the two CDs that make up Web Explosion

CREATING ANIMATED GIFS

Making anim GIFs on an Amiga isn't actually all that difficult, especially if you have upgraded last month's Coverdisk Personal Paint to version 7. You can create them in the same way you would create a normal animation and simply save out the frames as identically-sized brushes for manipulation with a package like WhirlGIF or GIF Toolkit, or save them out of PPaint 7 directly as an anim GIF.

As long as you keep your image size small and your number of frames down, anim GIFs can make a really goodlooking low overhead addition to your web page.

sounds) have been put on the CDs to fill the collection up.

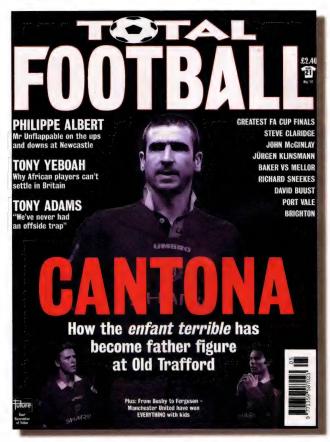
On the other hand, all the custom buttons are beautifully created and, unusually for a CD compilation, have been colour reduced where applicable to give the fastest possible download times. Each image is available in a variety of colours and sizes and they have been anti-aliased against both dark and light backgrounds to stop annoying fringing.

The bullets section has lots of different styles, but my main complaint is the lack of anim GIFs. Animated GIFs are still beyond a lot of people's capabilities and more of them would be a real plus point for this set.

..... Low colour resolution images make for speedy download times. MANUAL: Nicely printed and laid out, but ACCESSIBILITY:
...an HTML index would be better FEATURES: Where are the animated GIFs? VALUE: Not bad value, but not that great.

OVERALL VERDICT: A nice bundle for the artistically hopeless, but don't expect to use everything on here.

MAGNIFIQUE!



ISSUE 21 ON SALE APRIL 17

The update to the best CD-writing software brings even more features, but will Nick Veitch find it too confusing?

ot too long ago, we (and by that I mean a very small band of Amiga developers, as few people had CD writers at the time) were forced to use Commodore's sad old BuildISO software to prepare CD-ROMs.

Things have changed a lot since then. It's no longer necessary to construct CDs in two stages. You no longer require an intimate knowledge of the block sizes used by the ISO standard and which level of the standard to apply. With MakeCD writing a CD-ROM has become almost as simple as copying files from one directory to another.

We reviewed MakeCD in January (AF93 86%) but this latest version sees several important changes including some useful new audio features. You can now play audio tracks without leaving the software (you can even adjust the volume). It is also possible to adjust the speed for audio reading (as some drives struggle to supply audio data at their



SUPPORTED DRIVES

At the moment, MakeCD has specific modules for supporting Philips CD2000, Philips CD2600, Plextor, Sony, Toshiba, NEC, Atapi and Yamaha writers. Most writers are supported though, as many of them are Philips CD2000 compatible (such as the unfathomably popular HP4020 writer, the Mitsumi 2401 and so on). And even if they are not, it can only be a matter of time. Most drives will work with the generic CD_ROM module, but this does not support CDDA. The drivers are updated on an ongoing basis.

Using MakeCD, it is now possible to play audio tracks (primarily to check them) direct from the source.

Now we're writing. MakeCD allows writing direct to CD, so you don't have to have 660Mb of free hard drive space!

Miles was the same desired to the same

MakeCD now supports block devices, for thoroughly testing ISO images before writing

stated speeds, resulting not in underruns, but in bad audio data). Also, there are more features for adjusting audio block length, start blocks and pause blocks.

TRY BEFORE YOU BURN

Choosing to use the new Blockmedium target means that you can test out the creation of your ISO image without actually burning a CD. Setting up a blockmedium does mean turning over a whole device, which you can't effectively use for anything else, but it does provide a more reliable way of writing to the CD.

Another welcome change is that MakeCD now leaves enough memory free for creating the ISO image when allocating buffers, so the more memory restricted won't get a nasty surprise when creating disc images. It is also possible to change the chunk size of the buffers. Using a smaller size can help with devices which have small internal buffers, but obviously a larger size can give a greater transfer rate. Speaking of which, you now get a graphical display of the transfer rate as

the software is working which can be useful for diagnosing problems. SOFTWARE TO LEAN ON

It is difficult to quantify some of the changes but the whole system seems much more reliable and stable. The major problem you will encounter with CD-writing software is the dreaded buffer underrun. We saw plenty of them in the early days, but it's now almost a thing of the past.

Multisession support has been greatly improved. Writes can now start at arbitrary block values. Also you can simply add previous tracks from the CD-ROM as ISO image sources.



PRICES

The authors of MakeCD have adopted a very sensible and flexible approach to pricing. A registered ersion for private use costs only 75DM (at current exchange rates, about £28), while for operating commercially (i.e. cutting one-off CDs on a paid basis) the price goes up. If you want to create production masters for mass duplication, you will have to negotiate an appropriate fee.

In order to accommodate all these changes and extra features, the user interface has changed a bit too. Some of the settings which were previously only available from the menu on the main screen are available on relevant windows (e.g. it is possible to toggle test mode on and off from the Write window). Obviously this is good for those who know how to use the software, but it does tend to make the interface a little cluttered. This area seems to cause the most difficulty - until you get used to it, it can be very confusing.

elv | Hext Track | Stop after Track | Courts

If you have to abort, it isn't necessarily fatal, as you can see from these options

DISTRIBUTOR: From the author or via Aminet. Angela Schmidt <Angela Schmidt®stud uni-karlsruhe de: Patrick Ohly <Patrick.Ohly@stud.uni-karlsruhe.de> http://www.unikarlsruhe.de/~un60/MakeCD.html Tel: +49 721 695307 PRICE: see boxout



After a long break from writing, please welcome back Pat McDonald looking at the latest SX expansion.

> connecting external IDE drives is also included as standard. Up to 64Mb of fast 32-bit RAM can be attached. An onboard jumper can make use of SIMM modules which have access times faster than 60 nanoseconds. This gives a few percentage points of extra speed if you want to pay for faster SIMMS. An internal 2.5 inch

IDF drive can be fitted, and either a PC or Amiga keyboard - again, this is chosen with a jumper.

SNAGS

SX expansions

have always given

CD³²s a "pregnant

with power" look

to them.

The SX-32 Pro packs a lot inside a CD32 case and this extra hardware inevitably means more power consumption. Evetech supply a suitable supply for £70. To keep the insides below 25 degrees Centigrade. Evetech will also fit a fan in your CD32 if you like.

The only other negative point about a CD32 and SX-32 Pro is the lack of PCMCIA or SCSI interfaces. These aren't technical, but practical problems.

THE GOOD NEWS

You can plug in an MPEG FMV cartridge as well as an SX, but talk to Evetech. They will fit SX expansions into your CD32 if you feel insecure about doing it yourself. Once fitted, your CD32 will behave beautifully fast between four and eight times faster than it used to. To get the same performance out of an A1200 is not

nifica Based Sagaioneks — Vaszisa 6.5 Cappeigid (1999) Lad

The FPU is running at 25MHz. Motorola don't recommend it, but if you want to halve the speed of your 882, there is a jumper to do just that.

cheap. A Blizzard with FPU costs about £210, not forgetting £20 for an AlfaDuo EIDE interface for two IDE drives.

Even then, a CD32 with an SX offers a more potent AGA system than the A1200. CD32s have an Aikiko "chunky to planar" chip. Certain versions of Shapeshifter support this, although most software will run practically the same on both systems.

The Pro includes five external Dtype connectors not mentioned yet; standard Amiga floppy, 25-pin parallel, 25-pin serial, 23-pin video and 15-pin VGA, for using cheap PC monitors. Add this to the built in composite phono video, 4-pin S-VHS and domestic TV display outputs; that's five different graphics connectors.

This expansion transforms the CD32 from a second rank CD games console into a highly effective multimedia display system that interfaces easily to other video and audio devices. Maybe one day we'll see "SX Lite" expansions - cheaper units just with extra RAM and processor enhancements. Or maybe we'll see a successor - an '030 based AGA CD Amiga with built in MPEG playback for just £200.

DISTRIBUTOR: Eyetech Group Ltd. 01642 713165 PRICE: £349.95 bare unit, £399 including 8Mb RAM REQUIREMENTS: A more capable PSU.

Gives the fastest fully 32-bit Amiga based console yet. MANUAL: Poorly produced but quite clear and informative. ACCESSIBILITY: Tricky for the novice FEATURES: **Everything except PCMCIA or** VALUE Expensive, but compact, reliable and a massive power increase. OVERALL VERDICT: Gives the CD32 lots more punch!



32 Pro is the latest in the SX series of expansions for the CD32. When the first 32bit CD console was released back in 1992, it seemed reasonably cheap at around £400. Nowadays, these units are changing hands in the £50-£100 price bracket, making it the cheapest AGA

compatible Amiga system.

"This expansion gives CD32 owners real computing potential."

However, you can't do much with a CD32 except use CDs. If you wanted a 'proper" personal computer, with floppy or hard disks, keyboard and fast RAM beyond the 2Mb built in to a CD32, the A1200 or a IBM PC clone seemed the only options. But this expansion, like all SX expansion systems, gives CD32 owners "real" computing potential.

Like the SX-32 Mark 2 (AF94 96%), the Pro model has high impact connectors to physically join onto a CD32. Unlike the Mark 2, the Pro model has a 50MHz '030 CPU with built in MMU and a 50MHz 68882 FPU as standard - the Mark 2 only had 33MHz processors. A ribbon cable for



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AFCD13:-Seriously Amiga-/Commercial/RDB-Salv/

Ben Vost discovers a program that really could save the day - or your hard drive at least!

ver had that sinking feeling? You switch your machine back on after a rather spectacular crash and you get the "disk going into the drive" Kickstart screen instead of your machine booting. OK, you think, it might just be that the drive's a bit slow to boot - I'll reboot. Still nothing. Now you start to think something might be more seriously wrong, but you aren't panicking just yet, you've got other tricks up your sleeve.

You boot with your emergency hard drive recovery disk, the one with with your copy of SCSIMounter and DiskSalv. You boot to Workbench and the icon for the hard drive with all your really important stuff on isn't shown on screen. OK, time for SCSIMounter. SCSIMounter finds the hard drive all right, but when you try to mount it it tells you that the drive has an invalid RDB, or Rigid Disk Block. OK, now it's time to panic. You've got hundreds of megabytes of hard work, programs and stuff on that drive and you can't recover it no matter what you do. Aargh!

BREATHE DEEPLY

OK. Now take a deep breath. You forgot one thing. That copy of RDB-Salv you

DON'T FORMAT!

Every Tuesday, on reader call day, people casually mention that they had something wrong with their hard drive, so they just reformatted it! The only time you should ever need to reformat your drive is if you need to change partition sizing on it. Along with RDB-Salv, there are a number of software tools, costing very little, that you can use to repair any damage that has been done to your machine.

First up, you should have a method of backing up your drive, in case you need to reformat. There's backup program that comes with your Amiga, but my advice would be to get another. ABackup is a very good Shareware backup program, and AmiBack Tools Deluxe is a superb all-round package that not only acts as a backup program, but also optimises, repairs and recovers deleted files. However, it is a commercial package which retails for about £50



appropriate image for this program, particularly since it's a bit more wholesome than showing a padded cell and strait jacket. registered a while ago and forgot all about. RDB-Salv is one of those programs you won't find yourself using very often unless vou're particularly careless with your machine's hard drive, but when you do need it, it is invaluable.

The idea behind it is that it searches your corrupted hard drive for partitions and looks for the information pertaining to partitioning info - the Rigid Disk Block. Once found it can attempt to salvage what's left of the RDB from your hard drive and recover the partitions for you. It will also backup your RDBs and restore them should they get lost, so that you don't need to go through the longwinded process of having to salvage your RDBs - something that will have you biting your nails hoping that it will work (which it invariably does).

THINK AHEAD

The only caveat I have for anyone backing up their RDBs is don't put them on your hard drive. Keep a floppy disk with RDBs and emergency mountlists handy. The reason should be obvious enough. If you save your RDBs on your hard drive, and your hard drive goes down, what good will they be?

The same principle applies to backup indices and catalogues and passwords and serial numbers - it's a pain to have to reformat your hard drive, but it's even worse to realise that you don't know that 30 digit serial number for your favourite paint

package by heart, and it won't let you use it again without one.

If the intro paragraph sounds a little realistic, that's because it is. I had exactly the problems I described. but RDB-Salv came quickly and efficiently to my rescue. As I say, it's probably not going to be on my "most used" list, but if you don't have it when you need it, you'll be looking at losing all that data. Unless you're the sort of person that religiously backs up their hard drive every week onto hundreds of floppies, that's a bitter pill to swallow.

DISTRIBUTOR: Angela Schmidt (Angela.Schmidt@stud.unikarisruhe.de) +49 721 695307 PRICE: 30DM (refer to docs) REQUIREMENTS: A hard drive!

.... Every second counts when you're panicking! MANUAL: Online documentation. ACCESSIBILITY: Easy peasy lemon squeezy FEATURES: There just aren't that many to be had. VALUE: Invaluable, when you need it. OVERALL VERDICT: Not often useful but essential for when ou most need it.

Hits the Internet on April 14th

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irectory Opus 5 might be considered by many to be too new for a long term test, but if you own it, you'll know that tweaking it and adjusting settings can mean that you rapidly become very familiar with its power and foibles. Speaking personally, I was very happy with my Directory Obus 4. It worked to perfection and was very fast and I was loathe to make the move to five. I didn't like the "looseness" of it with windows all over the place and when it came to



You can use DOpus5 as a more powerful version of Workbench

multitasking, well I could just run another Opus 4 if I really needed to copy more than one lot of files at once. However, after many jokes from Greg Perry about me being a luddite, I decided to take the plunge. The first week or so, I was complaining incessantly about DOpus 5's shortcomings and I have to say that 5.11 had a lot. 5.5 is far superior and I look forward to new revisions with interest

It is a big package to get to grips with and I still feel that some things need better explanation - the Userl, User2, etc. commands being a case in point, but other than that some trial and error will get you going.

While DOpus 5.5 is a real boon for people who run screen resolutions of 640x512 or higher, it can sometimes get a bit cluttered on a normal PAL screen, but then I guess you just need to alter the way you work with it.

USER WHAT?!

The User commands in DOpus are its most powerful feature, but their use isn't well explained in online or hardcopy documentation. Follow my lead and you'll see how powerful

- Edit filetypes and pick a picture format you've defined to use an external viewing program. Go into the edit window and copy the settings. Now double click on the User1 command in the main edit window and paste your settings (but remove the "Run Asynchronously" tag).
- Repeat this for your other file types - especially for pictures sounds and animatio
- 3. Set up a button in your toolbar that looks like a viewer. For the click command simply enter User1. Now no matter what the file you have selected is, when you click on our new tool it will show it or play it. What I have done is set up a User2 command for each of these filetypes that edits whatever file is clicked

on and I have assigned it to the right mouse button function on our new button.

One other complaint is that while you can run DOpus as a Workbench replacement, it doesn't keep the same keyboard

shortcuts, so, while attempting to create a new drawer, you can find yourself opening new listers. But these are minor niggles and at long last, I can see that Directory Opus 5.5 is possibly the most important piece of software available for the Amiga today.

DISTRIBUTOR: Wizard Developments 01322 527800 PRICE: 649.95

OVERALL VERDICT: The future of Workbench.

ANOTHER VIEW

ck Donelly has also been using DOpus 5.5 since it came out. Here's what he thinks of it:

Still using Workbench? Wake up and smell the multitasking future! DOpus 5 will take your early 90's operating system and hurl it into the 21st century. DOpus sets free the Amiga's multitasking power allowing simultaneous file handling, program groups, user-definable menus, program execution from text or graphics-based buttons and many more advanced features

While DOpus 5.5 is a great program it is not perfect. I get redrawing bugs on screen and sometimes listers freeze up and there are also some important improvements that I think could be made to the program. You should be able to lock button banks to positions on the screen, not just snapshot them there - they should become part of the screen. You should be able to edit the standard menus as easily as you can create your own since there isn't even a "Copy disk" function in the icon menu (although there is one on the pop-up - Ben).

However, overall this is an excellent program which has revolutionised the way in which I use my Amiga. I would give it 92% (and more if the niggles were fixed).

Lights! Fanfare! For once again it's

time for Nick Veitch to spin the silver platters.



UTILITIES EXPERIENCE



NTitler is one of the useful utilities for video enthusiasts.

Sadeness 01263 722169



King Prawn to Bishop 5. I'm obviously playing Black here, honest.

We have been a little remiss in not reviewing this CD previously, as it was released some months ago. Never mind though, for although some of the utilities may have been updated in the interim, this is still a very impressive collection.

I would warn purchasers against adopting the



of the graph plotters

recommended screen preferences, if you value your retinas, but aside from that, the CD is well put

together (though the

Explore one of A. C. Clarke's 7 wonders with Fractint

assign script is a bit hidden away). The utilities are organised into a fairly familiar range of drawers, from Business to Miscellaneous, and contain a wide and varied selection of tools. The miscellaneous drawer is actually one of the most interesting as this is where you will find things like *Amiglobe*, an excellent on-line artlas, Agaswitch, which turns off your AGA chipset without rebooting and the rather fantastic Graph2D, which will plot your functions.

The only area which seems a little ik is the disk tools. Apart from several different CD filing systems, there are very few disk reorganisers or virus protection programs here. But there is certainly plenty of useful stuff and it's well worth the excellent-value asking price.

VERDICT



SOUNDS TERRIFIC II

Weird Science 0116 234 0682

I never saw the original Sounds Terrific CD, so it is a little difficult to compare this one with it, but I imagine it was organised in much the same sort of way.

Essentially you have not one, but two CDs, full of everything musical. For a start, as you can imagine, there are hundreds of MODs Obviously the quality of these varies horribly, from the "I know it's supposed to be experimental, but my brain hurts" to the quite listenable to.

As well as including loads of MODs in ndard Soundtracker format, you will also get to hear loads of tracks compiled on the PC. These are also in a standard Soundtracker format, and it would be interesting if you could spot any general differences between them. If that isn't enough for you, there are

plenty of samples, roughly corresponding from the ST01 disk to ST68. Any number of drum loops, cow bells and dogs barking can be found here

files which range from rather legally dubious samples to the quite bizarre. I now know what

an upset Panda sounds like for example. There is also a whole load of Midi-type stuff tucked away on the second disk, and a whole host of LHA'd utilities.

All the sounds and modules can be played through an expertly constructed AmigaGuide file, which uses the tremendous HippoPlayer and Play16. The disk also comes with a copy of Timm Martin's Sid,

which can be useful for rooting out the files you are interested in if you don't have a more up to-date directory utility.

about 30Mb of PC specific stuff on each disk, so you still get over 1Gb of musical nonsense for your can't be bad value.

re better quality (and more legal) than others The excellent HippoPlayer is one of the utilities provided to play all the MODs

VERDICT



AMINET SET 4



As ever, there are plenty of pretty pictures to look at.

EPIC 01793 490988

If you have missed the previous few Aminet discs, or you only collect the sets, don't miss out on this one. Tool addicts will need to get

Tool addicts will need to get their hands on things like the latest versions of MCX and MCXP, VirusZ-II



Try out some of the latest commercial software, such as Art Effect, with the demos contained on these CDs.

and the rather essential Executive (which cunningly makes it seem like your Amiga is a lot faster than it really is, by dynamically allocating task priorities).

On the games side, there is version 4 of the unsurpassed VChess, the intriguing Blokout, the rather temperamental (on my

'060 anyway) Speedracer and more.
For the text-oriented of you, you will find versions GoldEd and Edword, and various utilities for these programs, including C++ and E

For the text-owneried or you, you win I may existing solder and Edward, and various utilities for these programs, including C++ and E parsers, macro converters, TeX scripts and the like. As ever, the whole disk is catalogued with what has to be considered the most effective CD indexing system ever. You can search for any file on any Aminet CD with this index, and find just about every bit of PD ever

As if all this isn't good enough, you will also get a full version of *Directory Opus 5.11*, which is, as you should know, heartily recommended by *Amiga Format*. In fact, even the luddite Vost now uses version 5.5 of *DOpus*.

95% £34.99



GEEK GADGETS

Weird Science 0116 234 0682

All this and more! A full version of DOpus 5.11 is included!

Are you a geek? In this context, it seems to refer to anybody who is interested in the darker arts of programming the Amiga, for this CD is essentially a collection of source code and programming utilities.

This collection is put together under the auspicious title of Amiga Developer Environment. From what one can gather from the sasociated documentation, this group is a loose collaboration of independent Amiga coders, up to all sorts of things. The idea is that by sharing these projects that various people are working on, either as completed filles or just as work in programmers, other programmers around the world will have access to a huge amount of data.

If you want original GNU source for a whole range of UNIX-style applications, a Fortran compiler, the complete Emacs source, an alpha version of a Java-like language, the latest implementation of X-Windows, a Unix Postscript interpreter and all sorts of other stuff, this is probably the only CD you'll find them all on.

Hopefully future releases of Geek Gadgets (the compilers plan to issue a CD every three months) will be better presented, because muchs) will be better presented, because fund and not terribly well explained – but obviously if you are a true geek, that won't better you.



The a bull sections are as with should translated to the control of the control o

What a lot of executables. You will have to work out how to use them yourself.

This CD does have a rather useful install utility though...

78% £19.95

orkben

Learn all about SCSI chains, hard drives and the secret messages contained in Workbench, Graeme Sandiford is taking the lesson, Send your own gueries to: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

UNEXPLAINED

I have Workbench 3.0, a 200Mb hard disk, a 4Mb RAM expansion and a Canon BJC-210 ink jet printer.

Every time I play a game, or use a program like Personal Paint the Amiga either locks the mouse and keyboard out and I have to reboot, or the Amiga just crashes and displays a software failure message which is either 8000 0001 2 3 4 or 8

Where can I get a BJC-210 driver for the Amiga because I have to use other printer drivers or Easyprint? Richard Downer

Bradford

Try using the Amiga without the RAM expansion. If it still crashes, try using the Amiga without the hard drive. If it still crashes, then I'm afraid the A1200 is faulty and you'll need to get it repaired. If it only crashes with the other hardware, then either: 1. Your PSU is struggling, (not very likely)

- One of the items is faulty,
- The memory or hard drive isn't fitted properly. In particular, check that the emory expansion is securely fitted. I don't know of any PD drivers off hand, although Canon do produce their own commercial driver, Perhaps our loval readers will help us construct a list of printers and where to get suitable drivers.

UPGRADE TIME!

My system is as follows, a 6Mb A1200 running Kickstart 3, Workbench 3 and a 2.5" Hitachi 810 hard drive.

1. I am considering purchasing the Mk2 SCSI Powerstation by HiQ. Can I install a second hard drive which would work in conjunction with the one inside my A12002

I would also like to fit an internal tape drive and would like to know which one you recommend, the SyQuest or the Iomega?

2. How exactly does the Blizzard 1240/40 connect inside a tower? Some people have said that it fits inside the Amiga and just uses the extra power supplied from the tower's PSU, while others said it uses up one bay in the tower and the fan is powered by a 3.5" HD connector.

> Alasdair Simpson Mid Lothian

QUICK GUIDE TO ... HARD DISK DRIVES

Hard drives are like floppy drives but much faster, and can hold more data. There

are two common interface standards: IDE and SCSI IDE drives are usually cheaper, SCSI drives are more flexible



The Amiga A600, A1200 and A4000 models have built-in interfaces for IDE hard disk drives, although the operating system refers to them as SCSI devices. probably just for a laugh.



The A1200 and A600 were designed to house the smaller-than-usual 2.5" IDE hard drives. These drives are quite expensive and smaller capacities, such as 40Mb or 80Mb, are more



It's possible to squeeze a slimline 3.5" drive into an A1200. This saves money and gives better performance, although a special adaptor cable is required.



The A4000 has a standard drive bay, allowing up to two 3.5" hard drives to be mounted.



The A1200 can be fitted with a SCSI interface by means of a card which slots into the PCMCIA slot, an add-on card for an accelerator or a dedicated card which fits inside the case. The Amiga can then use SCSI hard drives.

1. No, not directly. It's not possible to chain a 2.5" and 3.5" drive as an IDE Master/Slave pair. Unless you are lucky, the 2.5" drive will not have any jumpers



allowing you to set the drive to operate in this way. As you know, 2.5" drivers were designed for notebook and laptop computers and it was thought unlikely that two would ever be used together.

That said, I have heard of some IDE buffer systems designed for CD-ROM drives which apparently offer up to four IDE devices at one time. It's possible that you could connect two hard drives using this approach. 2. How it fits depends a great deal on the design of the tower. I can't imaging it fitting any differently than any other A1200 accelerator card. The power for the fan is no great deal - it can be "borrowed" from the

FLASHER

I'm having a problem with my A1200. I have a Blizzard 1230-IV with 8Mb SIMM, a 2 speed external CD-ROM via Squirrel, 1.7Gb 3.5" IDE hard drive and external floppy.

floppy disk drive connector if all else fails.

Upon booting up (whether from floppy or HD) the power light quickly flashes off and then on, causing my machine to reboot. This happens randomly and it is really frustrating when in the middle of an application or game.

The problem seems to have started since fitting my HD inside my A1200

MONITOR MADNESS

VISION EXPRESS

I have an A1200, 2.5" 120Mb hard drive, an Apollo 1220 with 4Mb of fast RAM and an external drive. I am looking for a cheap monitor and saw an advert in AF offering to convert an Amstrad 464 monitor by buying a custom made lead for £10. As I have seen adverts for Amstrad monitors for as little as £15, could you tell me if it's worth my while huving one? Would the nicture he clearer than my portable TV? Is the Amstrad monitor old fashioned in design or will it look okay sat next to my A12007

Also, while I am using Deluxe Paint 4 from my hard drive, is it possible to load an audio CD into a CD-ROM drive and play my Oasis CDs at the same time, or would I have to play them form my Hi-Fi in the next room and annoy my neighbours?

Keith Charlton Billingham

The Amstrad colour monitors have resolutions very similar to that of colour TVs, so I would advise that you keep saving, and look out for a second hand Philips or Commodore badged monitor. The Amstrad monitors are quite large and bulky, and could not be described as stateof-the-art

Yes, you can play audio CDs. There are dozens of utilities available which will give you a "remote control" window on your Workbench, and from there you can select a track, play, pause and fast forward, Many players will also remember the names of the tracks on the CDs and will display them. A Hi-Fi CD player with similar features is very

BORDERING ON THE EDGE

and I was wondering if it could be a

standard PSU. I have had similar

power supply problem as I just have a

everything seemed OK until I got my

HD. Should I invest in a bigger PSU or

I have a problem with my screen mode and am looking for help. I have a Microvitec 1432

monitor. When in multiscan, productivity or dblpal mode I do not get a full screen. There is about a one inch blank, grey strip down either side. What must I do to fill the entire screen? I have tried adjusting the overscan, but this will not allow me to go any wider.

Wakefield

I'm afraid there isn't a lot you can do about this. You'll have noticed that the horizontal adjustment on the Microvitec isn't good enough, and sadly, that's about it. There may he a few hacks to the monitor drivers to increase the screen a bit, but you'll always have a border of one size or another.

MONITOR

I own an A1200 and 80Mb hard disk with a Blizzard 1230-IV and 4Mb of fast RAM, I also have a PC with a SVGA monitor. I thought it would be nice to use the PC's monitor with my Amiga so I bought an adaptor to plug it into the Amiga and ran Productivity mode. Everything works fine for about 10 minutes but soon I get small white lines flashing in certain places of the screen. As time goes on more spring up.

Any idea what they are and how to get rid of them? It got so bad one time that the whole screen went blank. The monitor works fine on the PC but the same thing happens when I run Super Hi-Res Laced through my television. Could it be a hardware problem on the Amiga? I want to get a multisync monitor for the Amiga, but I'm not sure if the flashy white lines will crop up on that as well?

Andrew Gillen via email

The problem is, that by default the Amiga is very good at producing video signals for use with televisions. The AGA chipset provides a feature to increase the frequency of the video signals to drive a monitor. Sadly, the frequencies are not exactly what most SVGA monitors require. Some monitors will work fine, others will work for a few moments and then the image will "drift" leading to all sorts of flashing lines. It sounds as though this is exactly what's happening to your system.

You might try dragging the file "VGAOnly" from the Storage/Devs/Monitors directory into your Workbench/Devs/Monitors. When you reboot, this driver will attempt to adjust the frequency to better suit the PC monitor. It's sometimes also worth experimenting with a program called MonEd as this fiddles with the Amiga hardware directly. You'll find this on this month's AFCD in the AFCD13:-In_The_Mag-/Workbench drawer, Be careful with this though - it can potentially damage your monitor. In any case, it's unlikely that this is due to a problem with your A1200 and so a multisync should work perfectly.



you need to invest in a decent monitor

crashing problems in the past but I had it fixed by Dart Computer Services and

could the problem lie elsewhere? Mark Brockbank

via email

There are several things which could be wrong. The first is that there isn't enough power to drive your A1200 and all the extra hardware you have added. Try disconnecting the external floppy disk drive - you shouldn't have much use for it now anyway. Then try using the computer without the CD-ROM drive. If either of these makes a difference, then I would blame a lack of power and suggest you get a new PSU.

If your Amiga is still crashing, then does it crash when the hard disk is being accessed? Or does it crash if you simply leave it alone? If using the hard drive causes the crashes, it's possible that the drive's MaxTransfer setting is incorrect and this is causing corrupt data to be read. Adjust it using HDToolBox.

If the computer crashes all by itself, then I would have to suspect a faulty Amiga. Try

running it with no extra hardware at all - if it still crashes, then I'm afraid it's time to bring it back to Dart.

NO DEFRAG

Although in theory the Amiga can drive a PC

monitor, in practice this isn't always the case.

I have some problems defragmenting my 1.6Gb hard drive with the supplied defragmenting program. Workbench takes up 250Mb, and Work takes up the rest, and it's Work which I can't defragment. I have an

A1200, Blizzard 1230-IV and 8Mb RAM. Are there any decent programs out there for the larger drive or is there any help you can give me?

> Ionathan Freeman ma email

> > the

The Amiga Workbench doesn't come with a defragmenting program, so I don't know which one you mean when you say the "supplied" one. I would recommend

9444) is ideal. ed overleaf ⇒ AMIGA FORMAT MAY 1997

If you need more power then the Format Gold winning Prima Atom from the First Computer Centre (0113 231



 Ouarterback Suite (Wizard 01322) 527810) though, Remember, you can easily defragment a drive by copying all the files off it, and then copying them back on again. Obviously this won't help you much at the moment, although perhaps you should reconsider your partitioning decision, and maybe split Work into two drives.



A program designed specifically to help you find and correct disk errors, recover files that have been accidentally deleted. and optimise your disk access

IT'S ALL IN CODE

I have an A1200, Magnum, 16Mb RAM, CD-ROM and now a modem! I have been reading about the adventures of the Internet and so here I am - but I haven't got all the software I need. I have a file sent by a friend via email but how do I decode it? I think it's called "uuencoded" but I'm not sure

> Hadge Hughes via email

In order to send binary files as electronic mail, they need to be converted into a

suitable code. One way to do this is to use UUENCODE, which takes a binary file (such as a program, or an archive of programs) and converts them into ASCII text. It looks like gibberish, but when decoded out pops the original message. These days most email programs use MIME instead, which is a similar variation.

To decode a UUENCODED file, you need a suitable decoder. There are plenty of them about, and if you have FTP or Web access you should visit the Aminet site and berform a search. You can then use the decoder on your file, and the software should bob out the other end.

TOWER POWER

Reading your recent article about tower cases for the A1200 (Intrinsic Tower Case, AF97 p64) sparked a memory. An advert in one of your previous mags, (AF96 p56) showed tower systems, made by a German company called Micronik Computer Service, for both the A1200 and the A4000.

This tower system allows you to put the whole A1200 inside and gives you five Zorro-II slots and three PC-ISA, a double IDE-bus hard drive adaptor, a 200 watt PSI: with connections for 1x3.5" and 3x5.25" devices, a PC keyboard interface, and keyboard case for your original Amiga keyboard.

On contacting Micronik I was told that the price for all of above was 583DM, which roughly translated comes to about £995

1. Will my set-up be compatible with this Tower system? I have an A1200

expanded with a Blizzard-IV 50MHz with 16Mb EDO RAM, a Squirrel SCSI interface with a Quantum 850Mb hard drive and a Reno CD-ROM attached to it. I also have a Power Tab 12x12 graphics tablet and an internal 2.5" IDE hard drive

- 2. Would I be able to use a cheap 8 speed IDE CD-ROM with this system? 3. Could I use the new graphics cards
- with the Zorro slots, i.e. CyberVision 64/3D or Picasso-IV? 4. Would I be better sticking with what I have got and just getting a more

powerful PSU?

Phillip N. Ireland

- 1. In all honesty I don't know for sure, because no Micronik tower cases have ever been supplied for review. However, your system isn't that out of the ordinary and so it would be a poor tower case indeed which wouldn't house all your equipment. Perhaps you should have asked Micronik when you were speaking to them!
- 2. The ATAPI/IDE CD-ROM drives connect to the Amiga's internal IDE interface (via a buffering interface for good measure). Although it's relatively straightforward to connect a CD-ROM drive at the same time as a 3.5" drive, the 2.5" drives aren't always keen on the Master/Slave protocol and may not work. If the tower includes a double IDE interface, it should circumvent the problem. 3. Yes. As long as the graphics card will
- work in a Zorro-II slot, it should work perfectly. This is one of the main reasons for buying a tower expansion in the first place.

SCSI PROBLEMS

I have an A1200 with a DataFlyer SCSI card. This is connected to an external Hewlett Packard hard drive and Toshiba CD-ROM drive.

The HP hard drive works fine when connected on its own, that is, with the CD-ROM drive disconnected. The CD-ROM works fine on its own, that is, with the hard drive disconnected. But when both are connected to the SCSI ribbon the Amiga takes approximately 23 minutes to boot up. The HP hard drive is reported to have read errors, and the CD-ROM drive is missing

At the same time the Amiga has slowed down to such an extent it is unusable. The mouse takes 10 to 15 seconds to respond, windows take longer. How do I get the CD-ROM and hard drive and the Amiga working so I can use everything at the same time?

M. J. Lewis via email

Welcome to the nightmare world of SCSI, a special twilight zone where everything is possible and nothing is quite what it seems. The SCSI standard is a great idea, but sometimes things can go wrong. In this case it's definitely the SCSI set-up which I would blame.

You must make sure that you have arranged your SCSI peripherals in a chain. At one end of the chain will be the DataFlyer interface, and at the other (for the sake of

argument) the CD-ROM drive. In the middle will be your hard drive.

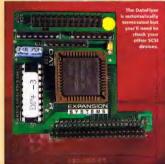
It is essential that the devices are terminated properly. Failure to terminate the first and last item on the chain will produce all sorts of bizarre errors - including the sort of

behaviour you describe. In this case, the CD-ROM drive must be terminated, and the hard drive must have any terminators removed. The SCSI interface inside the Amiga should be terminated automatically, so you don't need to worry about it.

How you actually terminate a SCSI device varies. Most modern devices will have a jumper pin devoted to switching on or off the termination. Some older drives will have a little pack of resistors, looking like a thin, inch long set of pins joined at the top. These resistor packs (usually in threes) should be removed to switch off termination.

It sounds as though both your devices have their termination switched on. Try and discover which device is easiest to switch off, and then place it in the middle of the SCSI chain.

One more tip: when setting the SCSLID values, start with low numbers first. For example, set your hard drive to 0 and your CD-ROM to 1. The SCSI interface itself will usually be set to ID 7.



4. If all you want is a new box, then you will be spending money on hardware you don't need (all those extra slots). However, if you are seriously thinking of getting a graphics card, then the tower would be a good buy,

ALL THAT JAZ

I have a computer set-up including an A1200, with 2Mb chip RAM, an 8Mb trapdoor memory expansion, and an internal 170Mb hard drive. I also have a plain CD32 connected to that, via the serial port (through Sernet).

I intend to get a Jaz drive (the better looking one) from Technomatic but I'm totally confused about all the connections (Squirrel, Surf Squirrel, DataFlyer SCSI+, SCSI and SCSI-II). 1 don't want to have loads of adaptors (if I do need any, which do I get?) to connect the Jaz drive to the PCMCIA slot; and what sort of connector is at the back of this "better looking" Jaz drive?

Once I've got it all together, how do I set it up? Would I use a SCSI ID selection of "0" (HDToolBox thinks that my internal hard drive is a SCSI one. and identifies it as SCSI-0), or would it be a SCSI selection of "1".

I've also seen that the Surf Squirrel has a much faster serial port connected to it. If I was to use the Surf Squirrel to connect to my CD32, could I still use Sernet? Will the serial port connection mean faster copying of files from CDs to my hard drive?

London

Better looking Jaz drives? Well, whatever you say Joe! As the Jaz (ugly or not) is a SCSI device, you will need a SCSI interface for the A1200. Which you get is a matter of choice. If you want absolute ease of use then the Sauirrel or Surf Sauirrel are ideal. They both consist of a small box which connects to the PCMCIA slot on your Amiga, and a lead which you plug into the Jaz drive. It couldn't

Continued overleaf

SOFTWARE SHORTCUTS

Workbench

Knowing the special key combinations at the Shell and Workbench can speed up operation of your computer ten times over. It may take a little time to master all the combinations, but even knowing a few will make a difference. Here are some of the more important key presses you should know.

WORKBENCH

Right Amiga and "E" Right Amiga and "I"

Right Amiga and "A" Right Amiga and "." Right Amiga and "K"

Right Amiga and "N" Right Amiga and "R"

SHELL CTRL and "\"

Cursor up Shift and cursor left/right Open up command line box Open up Information box

Select all irons on screen Tidy up screen display

Close active window Create new drawer in active window

Rename active icon

Close Shell window Repeat last command

Jump to start/end of command line

SCSI PROBLEMS

I've just bought an Eagle 1200te tower unit from Blittersoft. I also bought a Blizzard-1240 ERC and a Blizzard SCSI board so I could take the 540Mb Quantum ProDrive SCSI hard disk out of my A590 hard drive and mount it in my tower unit.

Lovely? Well, no. The problem is the connector from the hard disk is 50-pin (presumably Centronics) while the connector on the SCSI board is 25-pin, which itself runs a flat ribbon cable with a 25-pin D-type connector for external devices.

I have been unable to get a flat ribbon cable (with or without connections for extra peripherals) that will allow me to connect my hard disk to the controller. I find this very odd because the A590 has a pass through port at the back which is 25-pin! I've tried getting an adaptor but they don't seem to exist, and I've tried to get a cable made up but RSD Connections tell me it's impossible and Brian Fowler doubts it could be done.

Jeff Jeffery via email

The hard drive has a standard 50 way IDC connector, designed for internal use via a flat, wide, 50 way ribbon cable. This is common in PC's for example, where an internal SCSI interface has a 50-pin connector to link to all the internal devices. All SCSI devices designed to fit into a drive bay will have this 50-way connector, there's no getting away from it. It's not Centronics though, as this term usually refers to the large, chunky connector on the outside of cased devices such as scanners You can recognise it because it has little clips which snap onto the attached plug and hold it in place

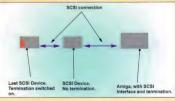
The big problem as far as you are concerned is that your SCSI interface has a 25way D-type connector. This is, frankly, nuts. Nearly all devices make use of the 50-way connector as this is more reliable for lengthy external connections

Are you 100% certain that there isn't a 50-way socket or series of pins on the SCSI card available for connecting an internal 50way cable? For example, my Warp Engine processor card has a SCSI interface built-in, and the only access is through a 50-way socket.

If the only connection is via this 25-way lead, then yes, you have problems. The 25-way connector, like the Centronics one, is

designed for external use. The 50-way ribbon cable is designed for internal use. I've yet to see a cable which combines a mixture of both. Obviously it can be done: as you say, inside your A590 there is a system of wiring which takes the incoming 25-way cable and turns it into 50-way IDC header for connecting to the hard drive. This connector is your best hope: try taking it apart and use it to marry the two wiring systems - mounting the drive internally.

Alternatively, try and get a refund on the SCSI interface and buy a different one with a more standard interface for internal use, rather than external.



If both end devices are mistakenly terminated then you could run into all sorts of problems. Just follow this simple diagram.



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Describe the events that caused the

stacting the dealer from whom you

Bear these points in mind and fill in,

Send your letters to Workbench, Amiga
Format, 30 Monmouth Street, Bath,
Avon BA1 2BW.
Your Amiga:

O A500	O A500 Plus	O A600
O A1000	O A1200	O A1500
O A2000	O A3000	O AMOOR

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	REMOVAL

The stunningly

drive. If it's in a SCSI box (like

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DID YOU KNOW...

THAT WORKBENCH CONTAINS SECRET MESSAGES?

Ever since the dawn of the computing age when Alan Turing put AT woz 'ere on the inside of Colossus, computer designers have hidden secret messages in programs and hardware.

Almost everyone knows of the Commodore's engineers love of the B-52's, but there are messages in Workbench too. They're just a little trickier to get at:

Workbench 1.2 and 1.3

For the secret messages to appear on these old and outdated machines you will need to:

- Hold down both sets of Alt and Shift keys
- Press each of the function keys in turn and you will see the messages appear. As with all these secret messages, having a third arm is practically essential
- You can also try ejecting and reinserting a disk in DFO: for further information (while holding down the keys).

Workbench 2.x

There are further secrets just waiting to be revealed in this version of "Commodore's" operating system: To discover what, simply...

- Make sure Workbench is active
- Hold down the CTRL key and both sets of Alt and Shift keys
- Use the mouse (don't let go of those keys yet!), and choose a menu item from Workbench's menus

- Finally, release the keys and choose "Last message..." from the Workbench project menu.
- To see further messages, simply repeat the above steps choosing a new menu item each time.

Workbench 3.1

There are two ways of finding the secret message on Workbench 3.1. The double-jointed method is shown step-by-step, below, but if you have a current copy of MultiCX you can find the message in a much simple fashion. Simply choose the Workbench "About..." menu command and then hit the "More..." button that appears at the bottom of the window that

Make sure that no more than 16 tasks are running when Workbench is booted. The easiest way to ensure this is to rename WBstartup.

- Rehoot
- Press and hold the right mouse button
- Keeping the right mouse button held, press and hold down the CTRL and both sets of Alt and Shift keys.
- Select "About..." in Workbench's Project menu
- Move the resultant window to one side (do not close this window) and start again by pressing the right mouse button
- Within about fifteen tries or so, a new, insidious About box should appear...

be simpler. The Jaz drive comes with two 50-way connectors, but many manufacturers take the internal Jaz drive and re-house it in a standard SCSI box which presents the Centronics style SCSI connector (could this be the reason for your "better looking" comments?). This means that it will plug directly into

> the lead from the Squirrel. Setting up SCSI devices does require tinkering with the SCSI ID value. However, remember that although the Amiga is under the impression that the internal hard drive is SCSI, it most certainly isn't - it's IDE, and its ID is therefore irrelevant.

The connection to the CD³² might be faster using Surf Squirrel, but remember that the serial bottleneck exists at both ends and you won't be speeding up the CD32's serial port, only the A1200's.

will be fine.

The Jaz drive's default ID setting

The A1200 might be able to run other tasks faster while transferring data from the CD32, though.

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Simm socket for up to 64Mb of 32 bit first (60/70ns)
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AMIGA HEALTH WARNING If you have recently fitted - or intend to fit - an IDE/ATAPI CDROM to your A1200 (other than an Eyetech CDPlus unit) without a buffered interface then your Amiga is in risk of serious damage arising in the future. The A1200 - unlike A4000's and PC's - has NO internal IDE buffering. On the A1200 the IDE interface onnects directly to the A1200 processor chip which itself has insufficient output to drive more than one IDE

ATAPI device (and only then on a short data cable) for any sustained time period. To the best of our knowledge the Eyetech CDPlus is the only A1200 ATAPI CDROM supplied with a buffered interface as

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There's nothing quite like it for, erm, running up the telephone bill. Dave Cusick investigates the mysterious world of Multi User Dungeons...

he impression the media gives is that the Internet would be nothing without the World Wide Web. Of course, seasoned surfers know that there are a great many aspects of the Internet that are far more entertaining than static, non-interactive pages of text and graphics could ever be, perhaps the most obvious of these being Internet Relay Chat channels and newsgroups. There are also plenty of MUDs, which offer users the chance to immerse themselves in fantasy worlds and interact with like-minded gamers via their Internet connection.

The acronym MUD stands for Multi User Dungeon. Although it is now used to describe an entire genre, originally the term Multi User Dungeon referred to a particular game, which was created by a chap called Roy Trubshaw on a computer system in Essex in the early 1980s. Essentially similar to the infamous "Colossal Caron"-style adventure games which were developed on mainframe computer systems in the heady days of computing, MUD offered its players the exciting and novel possibility of being able to talk to one another as if they were all in the same



room, participating together in a fantasy role-playing game such as Dungeons & Dragons.

MUD was later substantially modified by Richard Bartle, and became popular when access to the game was made possible through JANET (the Joint Academic NeTwork which links British universities) which enabled bored students across the nation to immerse themselves in the fantasy world. Over the following few years, various MUD-style games sprang

It is possible to telnet in to MUDs...

> ...but using a dedicated client such as AmiMUD is easier.



RUNNING A MUD SERVER

If you really get bitten by the MUD bug, it is even possible to obtain MUD server software from Aminet, documentation for which is available on the Web. However. before you even consider undertaking something like this there are plenty of important things to think about, not least of which is the virtual necessity of a permanent Internet connection. Many of these issues are relevant when considering whether to set up any sort of server on your Amiga, and as such will be discussed in Amiga.net next month when we take a look at setting up your own Web Server.

Discworld: the subject of a splendid series of books, and now a cracking multi-user game too.



up on other academic servers. Amongst the most notable were Alan Cox's *AberMUD, which was so named because it originated at Aberystwyth University in Wales, and James Aspnes' TriyMUD, incarnations of which are still popular nearly eight years after its appearance. A few commercial MUDs also appeared, including Richard Bartle's MUD-2.

These days there are numerous MUD servers operating around the world which can be accessed over the Internet, running a variety of fantastic lands using a wide range of hardware and software systems. Anyone with a passing interest in any genre of





computer adventures or traditional tabletop role playing games will find at least one MUD to suit their tastes.

If all this sounds like it might be worth investigating, then there are basically two ways in which you can try out MUDs on your Amiga. The first is simply to use an ordinary telnet client to contact a remote host - for AmiTCP users this will probably simply be a case of opening up the shell and typing Telnet <address> <port>. Unfortunately the telnet approach is less than perfect, not least because telnet clients rarely have scroll bars and you may not get to see a great deal of what is going on before it scrolls off the screen never to be seen again.

A far better approach is to obtain a dedicated MUD client - I would recommend AmiMI/D u2 7 which is available on Aminet in the game/role/ directory. Once you have set it up on your hard drive using the included installer and the MUI configuration program, ensure that a TCP stack is running on your system and then load up the MUD client itself and dial up your ISP as usual. Once you are connected to the Internet, go to the File menu in AmiMUD and Set Address to "medievia.com" and Set Port to "4000" Then choose Connect

After a few seconds you should see the Medievia title screen appearing in the Output window You will then be asked for your adventurer's name. Since this is your first time in Medievia, you can make up an imaginative moniker for your

come up with a name that somebody else is not already using, the server will not

Assuming you

Another nonular fantasy game is Medievia.

Although they are not graphically in the same league as, for example Internet Quake on a PC contemptible. MUDs are peculiarly fascinating and addictive

o 100n 92ny 1000c> look



recognise you and so will ask if you wish to create a new character. Answer ves. and then enter a password for your character. Don't forget to make a note of this password for future reference.

ALL THERE IS TO IT!

That's all there is to logging in to Medievia, and almost all MUDs use a similar procedure. Once you have logged in, every game is controlled slightly differently, often using a simple text-based menu system. Generally there are various quests which your character has to undertake, but these may not be immediately apparent - that's all part of the fun. So is familiarising yourself with the vast array of in-game commands available on any given MUD; this process may take some time, but most games offer hints to newbies. Besides. veterans of the old text adventure games will recognise the sort of instructions that servers will understand, such as North, Up, Say and Take. Many newer software systems recognise quite complicated strings of commands, so it's worth reading any on-line documentation

One last thing: I would strongly advise getting hold of Online-o-meter or a similar call display program, so that you can keep an eye on your phone bill ... 5

USEFUL MUD WEB SITES

http://www.logicom.it/personal/ggre co/amimud html At present this simply outlines the program features and offers quick links to the latest archives on Aminet, but it would be wise to bookmark this for the future if you intend getting into MUDs

Incidentally, AmiMUD is Shareware, and the freely available distribution archive contains a version of the program with some extremely useful features disabled. Regular MUDders should register, not only to reward the author for his considerable efforts, but also because the full version they will receive includes an ARexx port which can be used to automate certain tasks such as logging in to a MUD.

The MUD Resource Collection http://www.clock.org/muds/ Although it has recently moved and some of the indices do not quite function correctly, this site is definitely worth visiting for its informative FAOs.

The MUD Connector

http://www.mudconnect.com/ An invaluable resource which includes an exhaustive list of servers and a wealth of useful information. NB: entering this site with Voyager NG is not, at the time of writing, a good idea... funny things happen. Stick with IBrowse or AWeb.

Medievia Home Page http://www.medievia.com:8080/ This is the Web presence of a very successful and well crafted fantasy

Discworld Home Page http://discworld.imaginary.com:5678/ There is even a game based on the popular series of Terry Pratchett books, and it is a particularly accomplished and entertaining MUD with a nice walk-through introduction for newbies.

Threshold MURPE

http://www.counseltech.com/thresho This "Multi-User Role Playing

Environment" emphasises traditional role-playing as opposed to out-and-out hack-and-slash adventuring. As such, in addition to the usual player guilds, there are complete player-run clan systems. businesses and religions - there's even a legal system.

If lurid colour schemes are not to your liking, it is possible to run Medievia in monochrome...





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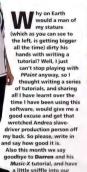
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Who was that transparency overlayed man? Nick Veitch gets to grips with the Amiga's best paint package.





MUSIC-X

Concluding his Epic. **Darren Irvine** introduces Notator-X and gives you some sound advice on playing live.



REAL 3D 2 This month

Graeme Sandiford gets all soft and fluffy with some gossamerlight animations. You will believe a polygon can fly!

SEND IT IN!

We need YOUR input.

Is there something that you would like to see covered in one of the current tutorial series? Why not send your suggestion to us at the magazine. Here are some things you might like to think about:

ARevy

Commodore's excellent decision to include ARexx with Workbench was only matched by their stupidity in not documenting it properly. If you are having trouble why not write to us with a description of what you are trying to do? **Paint Packages**

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CINEMA4D 2

The irrepressible Mr Kennedy goes beyond the primitive in his encyclopaedic quide to Cinema4D.



ADVANCED AREXX All you ever wanted to know about

hash tables part two. Will the database work properly? What happens when files collide? Only Paul Overaa knows.



PPaint

To guide you through last month's excellent Coverdisk giveaway, Nick Veitch will be conjuring up some hot tips...

ou really shouldn't have any trouble getting to grips with the basics of Personal Paint. For a start, in terms of the interface, it is very similar (but not too similar to sue, oh no) to that old Amiga classic, DPaint-even down to having more or less the same hotdeys for similar functions.

If you are a complete beginner though, and have never used a paint package before you should really study Mr Kennedy's excellent guide in AF96.

Bitmap paint packages are great, and in some ways far more versatile than "true colour" packages. Because each individual pixel is coloured with a specific colour, you can change the entire picture just by fiddling with the palette. At the bottom of this page you will find an explanation of the palette window buttons. To call up this window, simply press "p".

It is important to remember that the size of the palette also affects the size of the image and the amount of memory it will take up. Image sizes have become more important again thanks to the Internet—nobody wants to spend ages downloading a graphic that is unnecessarily large, so choose the

CONTENTS

Chapter 1: Palettes

Chapter 2: Drawing Tools

Chapter 3: Brushes

Chapter 4: Image Processing

Chapter 5: Animation

Chapter 6: Further Projects

palette with care. Also remember that if you adjust the palette after you have created your picture, some parts of the picture may be altered too.

Have fun with this month's rather frightening project, and join me next month when we will be looking at some of the bizarre things you can do with the drawing tools!

P IS FOR PALETTE

The arrow indicates the colour that is currently selected. You can change this by clicking on any of the other colour bars, or by clicking on any colour in the palette at the bottom of the main toolbar.

These three sliders adjust the Red, Green, and Blue components of the currently selected colour.

The Hue, Saturation and Volume (Brightness) sliders can also be used to adjust the current selected colour. The HSV colour model is simply a different way of specifying colours.

If your total colour palette is more than 16-colour, you can scroll through all of the colours using these arrows.

This gadget shows the currently selected colour, and its number in the screen palette.

6 Click on a colour, click on this button, then click on another colour. The first colour will be copied into the position of the second.

Select a range again – using exactly the same method as you did for number 6. All the colours in the range you selected will be re-ordered in descending or ascending order of brightness.

As for the button above, but the colours will swap positions.

Select a range as for number 6. The palette colours in between will be recoloured to form a gradient between the two selected colours. The left button uses RGB values to construct the gradient, the right button uses HSV values – producing a subtly different result.

This button will reset the current colour back to its original value.

This button will reset all the colours you have altered back to their original values.

This button will temporarily hide the current window so that you can see what effect your changes have had on the main image. Just release the mouse button if you want to reveal the window again.





First load a suitable image. Here is one I prepared earlier. It is best for this particular image to use as many colours as possible. Natural subjects are best, as they will have a palette with many shades of the same colours.



Now, if you like, you can adjust the palette. This may be necessary if the original image came from a scanner (like this one) or a digitiser. Simply choose adjust from the Colour>Palette menu.



Adjusting the sliders will alter the values of all the colours to achieve the desired effect. Usually with dull images, increasing the contrast and the brightness by a bit works wonders.



For the next part of our project, we want a duplicate environment. PPaint has a buffer which can be used as a scratchpad. Just press 'j' to switch between buffers and 'J' to copy the current screen to the buffer (or use the menu).



Now we want to use a tool you may not have come across before. It is PPaint's image processing tool, highlighted in the picture above. Click on this tool with the Right mouse button to bring up a requester.



We want to use the Env. transparency (50%) process, so select it from the list and click on the "edit button at the top of the window.



We will be discussing these filters in a later section, but for now, just do as I say. Change the value in the slider from 128 to about 40. This makes the "rub through" image more transparent.



Press proceed twice then click on the IP tool again twice. This allows you to process square areas. Now drag out loads of little squares randomly, and the image behind will start to show through.



Edit the process again, and make the values in the slider higher, then repeat the process. Remember the higher the slider value, the more of the background image will show through.



Repeat the process a few times and eventually you will end up with something like this! You may, or may not, want to have the transparency set as high as 255 for the central parts of the image.



If you really want to terrify people, you could try using exactly the same technique but starting off with an image instead of a blank screen. This one reminds me of The Wicker Man for some reason.



It does help though if both images have similar palettes. You can always use the Colours>merge menu option to create a compromise palette in which neither image will look too strange.







The Author Name information is displayed when vou select 'About Music-X'.

Like it or loathe it, Notator-X does what it's supposed to. albeit, not in a very attractive way.

ver the last few months we've covered just about everything. From the basics of getting started with Play Sequences, through various effects, right up to assembling the Play Sequences into a finished tune. In addition to its obvious sequencing facilities, Music-X has some extra features worth mentioning

KEEPING TRACK OF THINGS

So here's the scenario: you've spent days writing a killer tune and put a lot of effort into getting all the sound module patches set up correctly. You've edited the end points of all your samples to perfection. All that stands between you and megastardom is the purchase of some half-decent tapes to record the thing onto. Except, as these things go, you forget to buy some tapes, and after a couple of days you sort of forget about your tune too. You get on with other things, and write and halfwrite a few more tunes.

Music-X does support the use of the Amiga's internal samples, but not as neatly as a tracker.

The 'Set Author Name' facility is useful for noting down patch information and the like

Song Title: Armour Piercer Author: Samp1 TG #2 EMP#6 SY-34

Darren Irvine introduces the concluding part of his Music-X tutorial.



But then you remember - and it's time to revisit the track that's going to make you a dancefloor god. Except you've changed all the patches on your sound modules and forgotten which disk you'd stored the appropriate samples on. Of course, by trial and error you can get it all sorted out again, but the sensible thing to do would to have been making a quick note of the set up used at the time you wrote the tune. If you're anything like me, any such note written on an actual piece of paper would be quickly lost. Cunningly, if you can develop a sort of short hand that refers to your setup, and you can fit all the relevant information into a couple of lines, then Music-X provides a way of holding this information within

You can suspend Music-X's operation so that other programs can temporarily access the serial port.





the songs themselves. From the "File" menu, select "Set Author Name" and you'll find a handy space for a couple of lines of text.

Of course, you'll have to restrict yourself to making general notes here as to banks of sounds rather than which sound should be on every channel, but then, you have been using program changes in all of your Play Sequences, haven't you? Haven't you? Well, it would be a good idea, wouldn't it? This author information is also displayed when you select "About Music-X" from the "Mode" menu.

GETTING SUSPENDED

Although Music-X comes with a synth patch librarian, it is quite frankly rubbish, and only caters for a few very old and outdated synthesizers. You really need to get hold of a little program called SysExpert, which is available from most decent Amiga BBSs and from any of the Aminet mirrors on the Internet. SysExpert will handle data dumps from just about any synth or sound module, and you can use it to take weekly or

monthly backups of your sound data. Give each of these backup files a reference number, and use this in the "Set Author Name" trick above that way you can

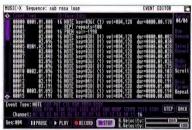
always be sure of getting the correct sounds for your tune even months after originally writing it.

The thing is, programs like SysExpert (and for that matter whatever program you might be using to access a BBS or the Net) need access to the serial port, and of course, Music-X is busy using the serial port itself for MIDI. You could simply save your work, and quit Music-X before dumping your sound data, but there's an easier way simply select "Suspend" from the

"Mode" menu, and Music-X will temporarily free up the serial port for other programs to use. Clicking on the "Suspend" information box returns control of the serial port to Music-X.

OH NOT MORE FILTERS. PLEASE

As well as the main sequencing screen, you can select "Set Filters" from the "Mode" menu to take you to the MIDI filter



Not for the fainthearted, but if vou're brave enough you can delve in and change your play sequences at MIDI

byte level

"You can adjust the tiniest

nuance of a particular pitch

bend change or filter sweep."

ALL NOTES OFF RESET CONTROLS

screen. This lets you control which incoming MIDI information is passed on and recorded for each MIDI channel. You could use this to har pitch bend or control change information from a channel that is dedicated to percussion. You can also use the large buttons on this screen to send various one-off MIDI messages, for example the "All Notes Off" control. I have found that the Portamento and Vibrato On/Off controls from this screen are

> less than predictable, but you might have better luck with your combination of equipment.

BE AFRAID... BE VERY AFRAID

If you're feeling particularly brave one day, you might like to try selecting "Event" from the "Edit" menu in the Play Sequence editing screen. This changes the display from the by-now familiar piano-roll note editing screen to one full of numbers. That's right you're now editing your sequence right down at MIDI byte level. You can adjust the tiniest nuance of a particular pitch bend change or filter sweep. You can make tiny controller changes, or enter System Exclusive data by hand. You can

You can set up MIDI filtering to control which channels get what information MUSIC-X File: Untitled.Filter Channel: 1 2 3 4 5 6 7 8 9 18 11 12 13 14 15 16 nel Aftertouch PORTAMENTO ON PORTAMENTO DES OHNI ON OMNI OFF VIBRATO ON VIBRATO OFF POLY MODE HONO HODE

IFF 1 2 3 4

LOCAL ON

LOCAL OFF

Data Echo

INTERNAL

also make a tremendous balls-up which will require resetting (or worse restoring from data backups) all your kit. Tread carefully in here, but if you're armed with original sound module data manuals and have taken recent backups, feel free to jump in and play directly with MIDI data. It's only in here that some System Exclusive data can be added, and if you're going to get the most from Music-X, sooner or later your going to find yourself needing to resort to this screen.

AND FINALLY...

Music-X also supports the Amiga's internal samples, and you may well be wondering why I haven't gone into how to use them. There are two reasons for this. Firstly, if you really want to get the best from internal samples, then you'd be much better off using a good tracker such as OctaMED. Secondly, if you're predominately using external instruments, then the Amiga's samples will almost certainly sound a bit sad in comparison.

Although I've been spouting on for the last few months about how to do things, the last thing you should be worrying about is the "right" way to do anything when writing music. Let your ears be the judge, and if you find my way of performing a particular effect is cumbersome, well use your own - and drop me an email to tell me if you like. darren.irvine@virgin.net

NOTATOR-X

If you are using Music-X 2.0 you will have noticed that it comes wi music notation package called Notator-X. Whether or not you feel any need to use such a package, is a moot point - with much of today's dance music relying on samples and repeating riffs, converting this into a music score can be fairly meaningless.

However, if you do want to see what your compositions look like in standard music notation, you can import your Music-X songs directly into Notator-X. Of course, for this to be worthwhile at all, you're going to need to be able to read music notation. Part of the beauty of sequencers like Music-X is that they let people with no formal musical knowledge record tunes just as easily as those with sight-reading ability and Music Theory level 8 evams under their helts

Notator X itself is about as comprehensive a notation system as I for one could be bothered investigating - a task not helped by the fact that I couldn't get it to run happily in anything other than a very annoying interlaced screen mode. Still, if you do have Music-X 2.0. take a look at Notator-X and make up your own mind.

Real 3D 2

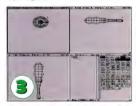
Create your own butterfly complete with softly flapping wings.

Graeme Sandiford investigates Real 3D's morphing tools.

this month our Real 3D tutorial has a distinctly insectoid feel. This is because we'll be creating a butterfly complete with soft flapping wings – no legs though, unless you're feeling generous. To get those smooth wings that bend gently we'll use Real 3D's morphing tool.

The principle is quite simple, we'll create several variations on the same object (called target objects) and get Real 3D to fill in the gaps needed to provide a smooth transition from one shape to the other. This is a comparatively simple implementation of morphing, but the principles can be applied to other projects to create a variety of effects from rippling and changing surfaces to smooth camera and object movements.

As a side note, my anatomical knowledge of butterflies is sadly lacking. If you notice something that isn't right feel free to make any changes.



Now we have the body of our butterfly. Mine looks like a mis-shapen dragonfly - hopefully yours looks better. Delete the lines, select the mesh and flatten it a little bit in the top view by using the stretch tool.



Delete the lines and rename the head and body meshes appropriately. Make sure the head and body are touching and then go to the top view. Using the B-Spline curve, draw a curved line to define the shape of an antennae.

THE MORPHING TOOLS



Run Real 3D and open a standard tri-view environment. Select the menu CreatelControls/B-Spline Curve, then go to the top view and draw a profile (the right or left edge) for the body of your butterflyright-click when finished.



Next draw a straight vertical line alongside the curve using the menu Create/Controls/Open Line. Select the open line, shift-select the curve and go to the menu Create/Freeform/Rotate. Then enter 8 in the resolution requester



For the head, go to the side view and roughly draw an oval shape with the Menu item Create/Controls/B-Spline Closed. Duplicate it twice, move and reduce the size of the copies. Then duplicate and re-size the copies twice.



Go to the side view and use a combination of the rotate tool and the menu Modify/Bend Endp./Move 2D to angle and bend the antennae into a natural shape. Go to the front view and zoom in quite close.



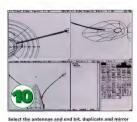
When you have something that resembles the previous grab, select the curves in order of position (the odd curves in descending numbers, the original and then the even in ascending order) and select the menu Create/Freeform/Build from curves.



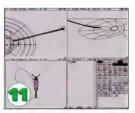
Select the menu item Create/Controls/B-Spline Circ. and then draw a small circle to define the thickness and a shape of the antennae. Select the circle and then the line and select the menu Create/Freform/Coplanar.



Delete the line and circle you used to make the antennae and draw an egg shape with the ellipsoid tool. Use the Stretch, move and rotate as needed to position the new object on the end of the antennae.



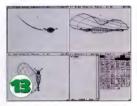
these objects. Create a new level, call it main or similar and cut and paste your objects under this level. Create a new level called wings at the same level.



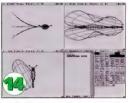
Go to the top view and zoom out a bit. Select the menu item Create/Controls/B-Spline Closed and draw the outline of one of your wings - draw as you want, but try and make it fairly wide, and then right-click when finished.



Move the wing so that it is roughly in the middle of the body and select the following menus; Modify/Freeform /Reparametrize, Modify/Freeform/Distribute, Create/ Freeform/Skin Curve and Reparametrize again clicking on V in the requester.



Rename this mesh as Iwing and delete the line. Copy the wing and then go to the menu Modify/Bend Endp./Move 2D. In the front view click on the wing just left of the body, again at the end of the wing and bend the wing upwards.



Paste the original wing twice and, using the same method as before, bend the second copy downwards Now that we have our key morphing objects, select them in turn and go to the menu item Animate/Create/Morphing.



Open the animation window and play it forwards. You'll notice the key objects are still shown and the morphing wing only flaps once. To fix this select the Morphing Open level and the menu Animate/Edit.



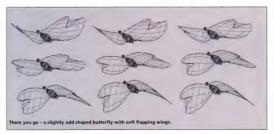
This is the Key Editor. To stop needless re-drawing of key objects click on invisible keys. To make the wings beat, click on close and periodic and drag the black squares (which represent key objects) to half their size.



Use the same process to create another wing. Move the root level to control the position of the butterfly as a whole. As well as morphing an object's shape, you can morph the surface by creating two objects with different surfaces.



Morphing can also be used on cameras to enable smoothly panning view changes in animations. Use the menu View/Camera/Create Camera in conjunction with changing the view using the cursor keys.



Cinema4D 2

Want more than just primitive objects? **John Kennedy** discovers the more advanced Boolean and Polygon tools.

Primitives are the simplest objects which can be created, but not all your models will look like a sphere with a box attached. Ginema4D has lots of ways of both altering primitives, and creating more complicated objects.

One of the easiest ways to change your objects is to make use of the "Boolean Operations". These operations allow you to create a new object from two existing objects. The term 'Boolean' comes about because of the logical notation used. You can use these tools to either link two objects, or use one to alter the other.

Using the Boolean tools is easy. First create your objects, and arrange them as required. For best results, you should "sub-divide" the primitives first, as this will make them more detailed and therefore allow the new surfaces which will be created, more scope for accuracy. Failure to do this will mean that your new objects mighth't be smoothed properly, and will look downright weird.

For the same reason, when using a Sphere primitive, make sure that you are not using a Perfect Sphere. Perfect Spheres are defined as discrete mathematical entities which cannot be chopped up into pieces. On the other hand, they do render quickly and accurately.











Assuming two objects, A and B, the Boolean tools will create a new object as shown. You can use this technique to cut holes or combine objects into new shapes.

CONTENTS

Chapter 1: Basic view and object manipulation

Chapter 2: Introduction to materials and textures

Chapter 3: Advanced object creation

Chapter 4: Rendering modes and lighting

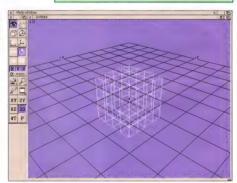
Animation Part 1

Chapter 5: Other cool features

Chapter 7: Animation Part 2
Chapter 8: Final hints and tips

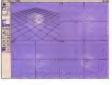
Chapter 6:

Create a cube primitive object, and then use the Tools menu/subdivide to split it up into more faces.



Now add another object, and position it carefully. The four-view display is probably best. If you are adding a Sphere, make sure "Perfect Sphere" is NOT checked.







GiaemadDs most flexible object creation tools are the Polygon Tools. These tools act on simple two-dimensional (flat) polygon objects, and convert them into three-dimensional objects. You can use these tools to quickly model a bottle, or a length of piping or the hull of a boat, so they are worth getting to know.

Creating the polygon shapes themselves is easy; you can use the pulldown menu "Object" and the "Polygon" sub-menu. Remember to hold down shift when selecting from the list of objects, as this will let you define the size and number of edges and so on.

> A number of the Polygon Tools



When the operation is complete, a new object will have been created. When you delete the originals, and render, you'll see something like this.

ESSENTIAL INFO

The Object Toolbar makes it easy to get access to object creation tools. If it's not already present on your screen, use the Window menu to bring it to the front.

The Expansion tool is where any extra Cinema4D compatible programs will appear. For example, if you have installed Cinema World then this is where you can run it from. Normally there will be nothing present

All but the last two tools have a tiny arrow at the bottom of the icon, and this indicates that holding down the Shift key when you click on them will bring up extra information. Don't forget this point, otherwise you will miss out on a lot of extra features. If you don't press Shift, the previous settings will be used.

The Ground and Sky icons will quickly create some objects, and these can have textures and materials applied like any other object.



will depend on using a path. For example, you can make a pipe by forcing a circle polygon to follow a path. no matter how wiggly the path is. To create the path, use the simple polygon shape "Line". Then, click on the "Edit Points" icon in the main toolbar (top right) and holding the ALT key, add more points to the line and move them around. ALT can be used to add more points to any shape.

When you create an object with the Polygon Tools, you can decide if the object is to have an extra face at either end - if you leave it off, the object will appear hollow. You can also control the shape of the start and end faces, by specifying if you want there to be a bevel. For example, here the square outline has been extruded twice: the first time with no bevel, the second time with a hevel on each face



When you convert polygons into solid objects, don't forget to decide on a bevel or not. The larger the number (here 1) the smoother the edging effect.

USING POLYGON TOOLS



Create a line with the Polygon tool. We need to create outline, but in the YZ view so you'll need to drag the points around. Remember to click on the "Edit Points" button, and that ALT is used to add more points.



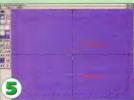
With the outline ready, select Lathe from the Object Tools menu. This tool sweeps the outline around on its Y axis, so careful alignment is essential. When finished, apply a glass material to your new object.



The Morphing tool is similar to the Skinning tool, except er of individual faces are rather than simple facets. Try it by creating a series of polygons, positioning them in a plan view like this...



When you apply Morph the outlines will be joined together, producing organic blobby effects. Well, you ver know - you might find it useful one day.



To make a hose or pipe, use the line object, add more points and stretch it into a path. Do this in the ZX view Then add a circle polygon, and axis so it lies as shown.



When you select Path Object, the circle will be dragged along the path, creating a new object. You can apply scaling (so it get smaller as it goes) and define the ends to be rounded. Useful for pipes, ropes, pillars and so on.



The Extrusion Object is one of the simplest, but also most useful, of the Polygon Tools. It will take any polygon and draw it back into the third dimension to create a solid object. For example, here's a Star polygon...



and now it's a solid shape. The end and start faces were given a large radius and these have rounded off the faces. The object itself consists of these end faces and another section in the middle: all can be moved individually.



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Advanced ARexx Coding

Now it's your turn...

Last month Paul Overaa began looking at the 'Key to Address Transformation' technique – now it's time to have a go yourself.

The best way to understand the hash process is to experiment for yourself. Try drawing a circular file with 6 records in it (records a satarting point and choose a fixed 'step-length' between 1 and 5. As you step around the file diagram, using the selected step length, mark on the diagram every record that you wist. Try to determine which particular 'step-length' would allow every record to be visited. Repeat the experiment using a file which has 5 records, this time using step lengths from 1 to 4.

WHAT WORKS?

What you should have found is this: In the second case, step lengths of 1, 2, 3, or 4 will work. But in the first case only step lengths of 1 or 5 will visit every record. So what determines whether the whole of the file can be visited or not? Well, a step length of 1 always works, but what about the other step lengths? It turns out that it depends on whether the file size and the step size have any common factors. In the first case a file size of 6 has common factors with 2, 3 and 4, so only step lengths of 1 and 5 will search the file completely. In the second case neither 2, 3 nor 4 have common factors with 5 so all of these step lengths, plus the step length of 1 of course, will search the file completely. Figure 2 shows the result of 'stepping around' a file with eight records in it, using a step length of 2. It is quite obvious that, irrespective of where we decide to start, we will never look at

> The underlying hash access approach used in this month's example script is much the same as that used by some heavyweight database programs!



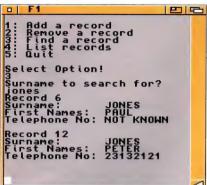
Figure 2: An incomplete circular file search

IN ITS PRIME

So, if we want to create a data-file based on the 'circular file with fixed step length' concept, we can now see exactly what we must do to ensure a proper search. Either we make sure that our step length is a prime number, or we make sure that the maximum file size is a prime number. In these cases, because there are no common factors, we know that this will enable us to (in the worst possible case) search the whole of the data-file. Neat ch!

If we choose the latter option, i.e. stipulate that the maximum file size used in a hash file application must





To compute a step length we might use another characteristic - the length of the surname. This would ensure relative independence of the two search characteristics. It is unlikely, in the case of surnames, that the length of a name would approach the file size but it is common to incorporate the modulus restriction on the step length as well. A typical ARexx function that might be selected could be based on the formula...

step length= (Length(key)// (PRTME-1))+1

which produces a number between 1 and PRIME-1 as required

THE EXAMPLE CODE

You'll find on the Coverdisk an

example script that allows you to add,

remove, find and list surname, first names and telephone number details in "...we make sure that our step

If you create a number then we can prove mathematically that: of different records involving the same irrespective of the starting position, any surname you'll see that step length that does not equal 'n' will the example script's Find option will be able to locate them all. deduce a starting point between 0 and

> length is a prime number, or we make sure that the maximum file size is a prime number."

> > a record array set up using compound variables. As record data is entered the hash functions I've discussed are used to calculate a storage location based on the surname entry and, since the program is for illustration purposes,

I've included a number of SAV statements which print details of the various locations being examined as records are entered.

MORE CRASHES

I've also set the PRIME variable to a very low value (13) so that you'll be able to able to see how the collisions increase as the circular file starts to become full. Collisions do in fact increase drastically as a file becomes full so a good 'rule of thumb' in any real program that uses these sorts of techniques is to allow for some 20% more space than is really needed. Deletion from a file can also sometimes cause difficulties - a program must be able to distinguish between a 'deleted record' and an 'empty record'. If it cannot do this your program will confuse deleted records (which are saying "don't take any notice of this entry - but do make a further attempt") with empty records (which tell the program "not to bother searching any more"). The method I've used in the example program is to initialise all records as empty by using a '*' marker and to signify deleted records using a '+' sign. When searching for a space to insert a new record then either of these markers can be regarded as indicating free space.

WELL WORTH IT

It's well worth experimenting with these types of functions but don't forget that if you are using disk based files you will need to make allowances for the fact that your record numbers will most likely start from 1 and not from zero. Providing you are careful you will find this 'Key to Address Transformation' technique extremely useful - unless, that is, you really do make a complete hash of it!

probability of collisions. DIFFERENT FORMS

correspond to a prime number (n).

allow us to search every record in the

file. In practice if n is the file size we

can use one rule (hash function) to

(n-1), and a second rule (perhaps using

a completely different hash function) to

deduce a 'step length between 1 and (n-1). By being careful with the choice

of functions, we can use the differing

step lengths to help reduce the

The form that the hash function will take is going to vary depending on the application. For the address book example mentioned earlier we might compute the first-attempt, i.e. a starting point for the search, by converting each letter in the surname to a number. One straightforward possibility is to convert each character in a surname into its ASCII code and then add them together. ARexx provides a function called Hash() which calculates the mod 256 sum of the ASCII values of characters in a string and, used with a single character it behaves pretty much like Basic's ASC() function. The sum produced must always be kept within the specified file size and the easiest way of doing this is to use modulo arithmetic. If the file size was PRIME then typical ARexx code might be:

do i=1 to Length(key)

sum=0

sum=sum+Hash(Substr(key,i,1)) first attempt=sum//PRIME

To run the example script you'll need to open a Shell window and use the RX command!





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A delightful curve into the top corner put Brazil one up (left)

There's no stopping that Bebeeto chap is there? (right)



BEST BRAZILIAN

Please put the SWOS Editor on the floppy disk.Or alternatively can you tell me where I can get hold of it as I am a complete SWOS nut (I like having the correct players and formations in every major European and South American league)

I do not like it when teams in Brazil such as Athletico Miniero are portraved as being one of the best teams in the country when, in reality, Botofogo, Corithians, Flamengo and some other teams are much better. Also the format of the Brazilian league is wrong - there are two separate leagues ending in a final to decide the Championship.

Where is the Copa Liberatores? Europe has the Champions League but where's South America's equivalent?

Robert Pubser

Cor Blimey, Oh alright then, when we next have enough space we'll put an editor on the disk. But I don't want anyone ringing up or writing in complaining if it doesn't work on their version or if it screws up their Sensible World Of Soccer disks.

As for your other problems, I'm afraid Sensible Software (01799 516044) are going to have to help you out there. Anyway, I'll never forgive Brazil for spoiling Pat Jennings' birthday in '86.

ENCORE UNE FOIS

I was in school doing the same, boring



Cameroon don't seem to have the answer either, as they go down 7-0 in the AF World Cup.

French, when suddenly my whole day was brightened up. "Why's that?" I hear you cry. Well, the class was looking through a French textbook - and guess what - I spotted an Amiga 1200 playing Kick Off 2. You can imagine how happy I was. It was in "Route Nationale Book 2" page 45, the top picture.

Do I get an Amiga Format sweater? Or if you can't manage that, I suppose an A4000T will have to do.

Stewart Priest Glasgow

Well, you might have got a prize, but unfortunately for you, it has been spotted before (issue fifty-something) so instead of a nice prize you get a slap on the wrist for not having read every issue of the magazine cover

WHINE NO!

First of all, can I say thanks for the excellent magazine. Also, can I say to other Amiga owners and AF readers. stop moaning! If you don't like the magazine fine, but don't keep writing in and whining about the Coverdisks et al. If there aren't as many games being released, then AF can't put the demos on the disk. So there's nothing you can do by whining all the time.

Phew! Despite the excellent standard of the magazine, I have a few



suggestions:

- 1. How about a C tutorial for beginners? I'm sure loads of people have compilers from old Amiga Shopper or similar Coverdisks and don't have a clue how to use them
- 2. Is there any chance of a DTP/WP tutorial? I created this rather groovy letterhead from a (very old) tutorial -AF65 I think it was.
- 3. Why is the form for Workbench so jumbled up? It doesn't seem to make any sense whatsoever, there's bits and pieces all over everywhere.
- 4. As well as putting the files for the excellent Blitz Basic 2 tutorial on the CD, how about on floppies too for poor students like me who can't afford CD-ROM drives?

Stophen Smith Sheffield

P.S. Whatever happened to Pat McDonald?

Thanks for sticking up for us, and now to answer your questions. Oh okay, it's numbers again is it. Right then:

1. Perhaps

- Maybe. We have done such tutorials in the past. The thing is that everyone wants tutorials on their Coverdisk software, plus Blitz, the Internet, etc, etc. We don't have enough room to run a tutorial on everything. It isn't anymore.
- Space. When we have room, we may put a compilation of the whole tutorial on the

And Pat is back... Turn to page 64 to find out what he thinks about the SX-32 Pro.

PLACE YOUR BETS

Please help me. I require an item of software for my A1200 called The Horse Racing Betting Calculator which covers all the popular bets in racing. I am a subscriber to your magazine and find it sad and disappointing that my three previous requests for help in locating a dealer have been ignored by your staff. Mr H. Thornberry

Nottingham

Well, I'm sorry if you haven't had any luck before, but as we have always said, I'm afraid we can't guarantee a personal reply to everyone who writes in. We have over 5,000 subscribers, so we couldn't even reply to all of



them in a month. We never have offered a personal reply service, and we never will, because we receive hundreds of letters a week.

Secondly, I have neeve heard of any software called The Horse Racing Betting Calculator. There are plenty of Pool Predictor type things in PD libraries, and some of these are also capable of force racing prediction, but I'm not sure if this is exactly what you are after. If anyboody deep know what Mr Thornberry is after, and knows where the Thornberry is after, and all et us know and Mr and let us know.

THE WRITE STUFF

I'm pretty much a newcomer to the 'Amiga, and I'm in need of a spot of help. However, I don't think that these questions are appropriate for Workbench, so I thought I'd try the regular letters page.

 I'm a big fan of the Discworld books written by Terry Pratchett. There

was a text adventure written by Piranha and published by Alternative based on the first of these books, The Colour of Magic, It was available on the Spectrum and CPC. Recently I got a Spectrum emulator, and I wondered if anyone has found The Colour of Magic on the Internet.

and if so, would

they be prepared to help me get a copy?

2. I'm a budding writer and I bought an A500 specifically for word-processing. I now have an A1200 but I've been largely disappointed.

I need a word processor which will all one or to create an infinite number of footnotes. I have a copy of Final Writer Lite S.E. but this does not fulfill my needs. Can you recommend a suitable word processor?

Chris Spicer Warwickshire

SPECIAL PLEA CORNER



It was a dark night, the storm clouds gathered. Small fingers of rain clawed at the windows. A brief flash of lightning lit the dungeon where Amiga Format staff were struggling against their deadline. The thunder that

accompanied it nearly drowned out the alarms of the Emergency Communication Device. Nearly.

Eyes barely open, a humble slave tapped on the keyboard to read the incoming missive:

Priority Double Black Message from Supreme Future High Command.

This is your Lord and Master. I have a chap here in the Command Centre with a dear sweet old mother, who can t play Amiga Scrabble anymore because her disk is broken. Sort it out, or I ll make your lives miserable er, that is, more miserable.

Basically, we double urgently need a copy of the original Leisure Genius Scrabble game. Like now. If you have a copy, please call us on 01225 442244 to claim your special bonus lifesaving gratitude pack. The fate of Amiga Format IS IN YOUR WARNEY.

I would say that, unless the game has been released into the public domain (which I very much doubt), it is illegal for you to run a copy of it, even on an emulator, if you don't own a copy of the original. So there.

Secondly, infinite footnotes sounds like sloppy writing to me, but never mind—ubat you actually need is a proper DTP package such as Pagestream (see our review on page 58 or contact LH Publishing on 01908

370230), or a markup processor.

SOURCING THE SOURCE

I'm just writing to tell you and your readers that my

He should've known better than to break wind in the fire zone. Thanks for that note. In regards to AB3D II, I'm afraid that the source code is so large that that is the only way we can give it away - we only have two floppy disks on the DD version, and I suspect that many readers would be less than impressed if they were full

Shareware game Herman (Coverdisk

gone down! You can now get the

password for just £3 and a SAE.

88b) is still available, but the price has

You gave away the source code for

Paul Thombson

Co. Durham

Alien Breed 3D II on AFCD11. How can I

get of copy of this? I can't afford a CD player and haven't seen it anywhere

else. Please send me some details.

As you are the first person to ask, we will send it to you on floppy, but that's it. No more. We simply don't have the time to send people stuff on floppy.

YOU SPIN ME RIGHT

of source code for several months.

I have installed Alien Breed 3D on to my hard disk. I would like to know why the aliens aren't all dizzy. I ask this because the hard drive spins really fast, and every time I load it up they always shoot me first time.

Martin Day

Maybe they live close to the centre of the disk, where the actual speed of the surface isn't so bad. Or perhaps they have built in gyroscopes. Or maybe they are very dizzy indeed, but they're still good enough to beat the living darlights out of you...



complicated page

layout duties, you

considering a full

blown DTP package

such as Pagestream.

should be

The Against Ritual Slaughter for Entertainment Society has sent several letters complaining about the scenes depicted in AB3D II.





Aaah! A mutt's a guaranteed way to get AF's girly arties to love your picture. Buster Stephen Boddy



A judicious use of motion blur and good lighting can turn an average picture into a great one. Speed



Harvey boasts that his cars only have 600 polygons in them. Are you trying for a game? Untitled

Harvey Singh



David's Star Trek-themed image gets in for his recognisable characters. Bay



David Cruickshank



Dave Higton's hall is either moody and atmospheric or we only got the red channel! Hall

David Higton



J A Taylor

See what you can do with our Cinema4D giveaway if you put your mind to it? There are plenty more shots of Emily on the CD. **Emily in Garage Jonathan Scutt**



Jonathan Scutt shows that his graphical prowess isn't limited to 3D packages. This picture takes Cindy Crawford and makes her very attractive!

Space Sirens Jonathan Scutt THE WORLD'S RIGGEST SELLING AMIGA MAGAZINE



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A whole heap of Internet software, Scala 1.1, games, demos and utilities - AFCD13 has some really cracking stuff on it!

LOOK HERE 1ST!

old +Start Me+ and +Stop Me+ scripts that you used to have to run to get the best from the AFCDs Now they are both incorporated into one sparkly new script that does very flash things with the humble Amiga console. If you want to remove all the assigns from the CD once you've finished with it, you can simply double click on the +AFCD Setup+ script again. It'll know whether you've already set up assigns and act accordingly. Anywhere else on the CD that you find an icor looking the same as this one, it will act in the same

If you want to send us your work (of course you do!) then don't forget to check the Submission Advice. It contains information vital to ensuring that your work gets published. If you don't follow the instruction contained therein your floppies will probably get dumped. Nuff said!



FCD13:-Look here 1st!-/Indices/ You asked for it, you got it. AFCD13 now contains a comprehensive guide to everything that has ever een on an AFCD. You can load these files into your favourite text editor or word processor and use the search function to find the entries you want. At this point in time, the indices are simple list commands redirected to files, but look out for our stonking fully-featured database coming very

Other stuff in this drawer includes an index to all the serious reviews done in the mag since the

dawn of time, and one for all the games we've find a text file for all the Amiga Angels that have pledged their support so far. Go easy on them. don't pester them day and night for info that might be really important to you, but that will only annoy them - remember they're doing this out of the kindness of their hearts. If you have submitted your details to us, you might want to get in contact to update the info you've provided to include email addresses and times you don't mind being phoned at. We also could use some Angels who are good at games - you lot seem to be keeping your



This month sees a new addition to the Handy Tools drawer - DiskMaster 2.1c. This excellent program was once a full-price file manager, but since the demise of Progressive Peripherals and Software in 1992 (because of a fire in the framing factory next door which spread) the software hasn't been updated. Recently, a devoted DiskMaster user got in touch with Greg Cunningham, the author, to ask him if the program Greg (bless 'im!) said ves. You can try DiskMaster for yourself and edit the DM startup file to provide your Amiga with viewers and players for rerything on the AFCD. We'll be looking for DM2



DATE really shines more you've spent some time

IN THE MAG

In this drawer you'll find the programs mentioned on the Music-X, Workbench and Emulation pages, along with a host of the items mentioned in the Internet cover feature. As a special bonus, we've included the preliminary cover images created in Lightwave for our Internet feature. The final image took about six and a half hours on an '060 Amiga 3000T armed with 82Mb RAM and was rendered to somewhere in the region of 2500x3400 pixels in size.

SPOTLIGHT ON A HANDY TOOL **ToolAlias**

If you've got a particular file viewer that you like, or need to use because you're running an older version of Workbench (particularly for AmigaGuide-Multiview), then ToolAlias will be of great benefit to you. Simply enter the name of the program you wish to change in the top text window, and type the program you wish to use in its place in the bottom window.

You can carry on adding new programs as you like to ensure that only your preferred programs get run, no matter what the individual icon says.

| | HotKeyzcontrol all fi Old Multiview New AmigaGuide << < Add Del Save Load Use Quit

COVERDISKS

Our full version of Scala 1.1 can be found in both this drawer and the Look here 1st! drawer and you'll also find our two Coverdisk games here. Both the games and Scala are detailed in the mag (pages 108-111).

AF ON THE WEB

A bit of a bumper month for websites this month. We narrowly missed putting the SASG website on here, but it will be on next months? Of the week, we do have a mass of intriguing sites including reader submissions from James Caygill and Johnathan Hollins and an excellent guide to hardware that gives the reader instructions on how to do a range of things, from building a null modem cable to informing you what the 22 pains on a 72-pin SIMM all do.



The Mardyster Back is a hardy fulfillment to sort our and know it smallers if you need to know how in bore some and a color total a new mechan juddin with an

READER STUFF



Some brilliant contributions grace our CD this month. Dave Higton gives us another of his groovy XTR tracks and Dion Guy twists our synapses with his incredibly difficult Manic Manaeuvres game, a cross between PipeMania and one of those fiendish

sliding puzzles. But the reader prize for games this month goes to Les Wigmore for his polished Growern. This is a shoot emug, but it's controlled with the mouse to give it the kind of control you need for fast moving action. Hopefully Les will update the game further with a few more powerups and bad guys. But seven as it stands the game puts, well. Congrast see. Fifty quid should be winging its way to you very shortly!

On the serious side we had Martin Sinclair's questionnaire (please (III til nand return it to him), fony Parr A Ficon, which are very nice, if a little large and, in some cases (notably music) inappropriate, but the winner for this month's serious Reader prize goes to Mark Sweeney for his Freebase program, not as you might think a guide to smoking crack, but a munit format database which can be used for CD collections, addresses and whatever else you want to catalogue. Well done Mark, you'll be getting your SSE arrise was very some control of the control



If the king lambs a fell minute this year. It's deceases Mark's get it emorphism between their words.

Rong's litters see: becastifully designed, but a little large for



PD SELECT

F1 Licenseware

We've gone I crazy this month with the entire PD Select directory being turned over to F1 Licenceware's demo catalogue. You've got titles such as Sarefist (see this month's PD Select on page 84), EdWordPro, DOOPSI and Magnetic Piction just for starters.

Since some of the programs need to run from a floppy, we've included the original DMS archives of every disk for you to unpack. Simply bung a floppy in dfb: and double click on your desired disk roon.

DISC NOT WORKING?

If the CD is defective, please return it to the address below. Please make sure below and deaders below from the followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault (not forgetting your name and address). A new working version should be returned and set on the fault (not forgetting your New York of the CD along with a face with the problem of the properties of the problem
A CD should only need replacing if the CD itself cannot be read. If, instead, you are experiencing problems with an individual demo or application, phone our technical support line. This is open between the hours of 2pm and 5pm every Tuesday, Teit. 01225 442244. Fax: 01225 732341. Fmail: amformat/futurenet.co.uk (put "Coverdisk" in the subject line of your message to ensure it is processed swiftly).

Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.

SCREENPLAY SHAREWARE

Headquarters

AFCD13: ScreenPlay-/Shareware/Headquarters/
If you are one of our readers who also enjoy tabletop

or role playing games, you'll like this. It's based on Battlefech, the FASA giant robot combat game, and although it's a bit tech-heavy, if you're used to playing the board game, you'll know how to play it almost instantly.

Racer

thirteen

AFCD13:-ScreenPlay-/Shareware/Racer/

If on the other hand you like your games to be more arradey, then try out facer. You'll need to install it to hard disk, and it will be more likely to run if you choose the in-game music rather than sound effects. Don't be worried that the game pauses for a long time on the info screen. I hink that's a reminder for you to register the

game! You will need about 3Mb of hard drive space to fit racer on your hard drive, and if you're wondering what sort of game it is, well, it's a brave attempt on a Dayfona clone for the Amiga, which should give you some sort of idea of what to expect. BattleDuel
AFCD13-ScreenPlaySharewareBattleDuel
BattleDuel is that
grandaddy of
computer games Artillery. You have to
aim your cannon at an
oblique angle to your
enemy and judge wind
speed, direction and

aim your cannon at an oblique angle to your enemy and judge wind speed, direction and distance to ensure that

you obliterate him completely from the scenery.
This version is a bit different to others we've seen
on the AFCDs since it will work over a null modem cable
or even a TCPII network. This version also has
additional wapons over the usual lead shot and is filled

or even a TCP/IP network. This version also has additional weapons over the usual lead shot and is filled with loads of nice touches, like being able to shoot down balloons.

Capital Punishment patch

AFCD13: ScreenPlay /Utilities/CapPun Patch/
If you've got an early version of this Amiga Format
Gold-winning beat-en-up, you'll want to patch it to the
latest version. That's the one that copes with all '040
and '060 accelerators and also gives you lots of
additional options.



SERIOUSLY AMIGA

COMMERCIAL

Personal Paint Patches

AFCD13:-Seriously_Amiga-/Commercial/PersonalPaint/
Taken advantage of our Personal Paint upgrade offer yet? This drawer contains new ARexx scripts and patches for Personal Paint 7 which all combine to make it an even better product than we said in issue 94 (90%).

Epic Encyclopedia patch

AFCD13:-Seriously_Amiga-/Commercial/Epid/ Yep, it's patches galore this month with this one for Epic's outstanding Interactive Encyclopedia being upgraded for 1997. This upgrade makes sure that sound isn't corrupted on fast Amigas, and ensures that searches work properly.

TurboPrint 5

AFCD13:-Seriously_Amiga-/Commercial/TurboPrint5/

You read the review, now try the software for yourself with this demo of the excellent TurboPrint 5. The only limitations on this version of the printer software are that it will only print on a limited area of the page the left hand side and scalable fonts are not supported.

AmIRC scripts

AFCD13:-Seriously_Amiga-/Shareware/Comms/

This month's Comms section is roughly devoted to two things: AmIRC scripts and FidoNet. The AmIRC scripts involve all sorts of things, from throwing people off channels with a humourous parting shot to grabbing URLs to the clipboard so that you can simply paste them into your favourite browser's location gadget. Some might need the latest version of AmIRC so make sure you're up-to-date with the version we've put in the AFCD13:-In_the_Mag-/Internet/AmIRC1.40/ directory.

FidoNet Stuff

AFCD13:-Seriously_Amiga-/Shareware/Comms/Fidonet/
There's about 50Mb of material on Aminet devoted to FidoNet and it

seems an odd place to put software that is devoted to ignoring the Internet, but we've gathered it all together for you and sorted it alphabetically into seven drawers. There's no space here to go into every single file, so you'll have to explore for yourselves.

GFX card software

AFCD13:-Seriously_Amiga-/Shareware/GFXCard/CyberUpdate2.22/ AFCD13:-Seriously_Amiga-/Shareware/GFXCard/Picasso96/

The debate is now raging as to which RTG software is best - CGFX or P96. Try them both here and decide for yourself whether the mature, but slightly slower CyberGraphx is best, or the new and still a touch quirky Picasso96 software will suit your graphics card better.

AFCD13:-Seriously_Amiga-/Shareware/Graphics/animated/

Marco Vigelius, winner of of Reader prize for serious applications comes up with this excellent animation editor. Like Cartoon Studio this is esigned to work with standard anims, but unlike Cartoon Studio it doesn't have any size or colour limitations. This is only a preliminary release so that Marco can get more feedback on what future versions should hold, but already it's looking pretty good.



AnimatEd. It's easy to use and it's nice to get

AFCD13:-Seriously_Amiga-/Shareware/Workbench/ixg06d/asso96/

As good as it is, the AmigaGuide document type is looking somewhat out of date. It doesn't "do" inline images, it can't handle different sizes of text easily and it won't allow for any kind of formatting beyond word wrap. So along comes IXGuide to set all that lot right. It's a new kind of document browser that's more like a web browser with added inline ARexx support. It's at an early stage right now, but still worth taking a look at with the example document provided.



oth HTML and

COCOREDDOVE

EXClude includes built-in ARexx support f interactive pages – a bit like Jeva on other platforms.

Magic Exchange

AFCD13:-Seriously Amiga-/Shareware/Workbench/magic-exchange/ If you're the kind of person that likes MUI so much that they would like

to replace everything that Workbench comes with, with a MUI version, then Magic Exchange should be a pleasure for you to install. It offers a dynamic task priority changer and sorting methods for activating and removing commodities over the standard Commodore Exchange program and, obviously, given its MUI GUI, looks nicer.

MRlank

AFCD13:-Seriously_Amiga-/Shareware/Workbench/MBlank/

We're all warned about the dangers of monitor burn and here's a nice little modular blanker that should cure any problems in that area. The blankers it comes with are a dimmer, a complex magnetic/gravity force acting on a load of balls and a fireworks display. Each of the modes will run one after the other and each has a comprehensive settings program that you can fiddle with. Modular screen blankers are nothing new, but it's nice to see one as well-executed and small as this one.

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Your second, free CD is jam-packed full of demos from The Scene. John Kennedy guides you through...

Tou might be wondering exactly what "The Scene" is, because it's never mentioned much in mainstream Amiga magazines like Amiga Format. The Scene is a thriving sub-culture, built around Amiga programs (known as "Demos" and "Intros") with astounding examples of sound and graphics. The Scene is populated by groups with names such

sic-Disks

miniature music albums. They are designed to be listened to, and although many feature graphics, these are of secondary importance to

the music. You'll need to make sure

These folders contain the demos, intros, graphics and music from all the big Scene get-togethers. You'll find some amazing programs here, as well as details on the groups that took part and how their work was rated by their peers.

speakers or your hi-fi.

that your Amiga is hooked up to some

Think of this collection of programs as

as Sanity, Spaceballs and Virtual Dreams, and hundreds of avid followers.

Within the Scene, the groups have the status of pop-stars (or they like to think they do) and their latest releases are eagerly awaited. The Scene communicates via disc based magazines, Bulletin Boards and the Internet, and by holding meetings throughout Europe.

The Scene Storm CD-ROM is a snapshot of the Scene, taken during 1995 and 1996. It captures the best examples of demo coding, disk magazines, graphics, music and slideshows. As an added bonus, there are 50Mb of example source code and all the tools you need to begin creating vour own demos.

Nothing but the best. The most influential demo programs from all over the Amiga world. Turn out the lights. open a coke and chill out. These programs are pretty much state of the art in real time computer graphics.

Mags

The Scene keeps in touch through diskbased magazines. Here's a collection of the best of the last two year's magazines, and browsing through them will give you an excellent insight into how the Scene works, and who the main movers and



Disk mags are how the Scene members keep in touch. Have a read and see what's happening.



1816

Are you a fan of the X-Files? Then you'll love this sub-sub-culture, which combines Amiga graphics and music with the search for extra-terrestrial life The aliens are among us, and they

can program in 68x00!



Some more pictures of Michael Jackson resting at home, with his foot up



SCENE STORM

• Scene Storm tries to make it as easy as possible for you to use the programs and demos on the disk It does this in several ways.

Firstly, all the files are organised into different categories. Secondly, utilities are provided to make your Amiga as compatible as possible.

Thirdly, if your program won't exit properly you will get a warning telling you to reset your Amiga instead.

 Before you start attempting to run the various programs, make sure you have clicked on the StartUp.1st icon. This will trigger important ASSIGNS required for the program to operate correctly. You may then also need to click on "ClickForColours" and

"MagicColours" - make sure you are using an eight colour Workbench for best results.

If you are experiencing problems, make sure you have used the Cache-Off program in the Trouble-Shooting drawer. If you have an Amiga with an accelerator card, check to see if it is possible to temporarily deactivate it: this is especially important if you have an 68040 or 68060.

Modules

Nothing but music, taken from the hottest demos around. Click on the icon and a Mod player will be automatically launched, starting the music. An ideal accompaniment when you are using your Amiga, as the player will neatly multitask with all your other programs.

Name: Dark Trance (Xtmix) New | Play | Cont | Stop | Eject | < | > | Prev Next PS HS Add Det Ctr

Intro Intros are smaller demos but that daesn't mean th are any loss impressi at the siz of the file and the

iety in

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sound and vision. The Introprograms know how to squeeze every last drop from every byte. os, but they are still as impressive as their er brothers

If you have watched in awe as the no programs push your Amiga hardware to the limits, here's where you get a chance to do the same. Inside this drawer you will find dozens of text documents explaining how to ogram the Amiga, including hardware details. You'll also find example source code, and even an Assembler and C Compiler which you

SlideShows

These programs concentrate on graphics, and often contain some staggering pieces of work. The best are not rendered or raytraced, but instakingly created in packages such as Personal Paint. Some of the files are simple IFF images, which will automatically load VT to make them visible. Others are programs in eir own right, and will display several images, sometimes accompanied by music.





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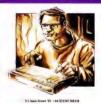
If you want to write your own demo rograms, take a browse through this ctory. You'll find tools, text files and enough sample source code in C and Assembler to keep you bury for morths.

Ami-Express

The Scene makes large use of Bulletin Board Systems to distribute the latest programs and news. Ami-Express is one of the most popular pieces of BBS software in use, and this drawer contains special "add-on" programs to expand its usefulness

ASCII scene

Some graphics artists just can't get their head around the concept of bitmap graphics, and instead experiment with images constructed from text characters and coloured ANSI blobs. Here is a collection (and a potted history) of the best in the business, ideal for including in your emails or adding to your BBS. di



You'll find some great examples of Amiga

IMPORTANT!

Demo programs are renowned for "hitting the hardware" at a particular low level. Although the Scene Storm CD does an excellent job of warning you, you should be aware that not all programs will work on all systems. Many of the programs require AGA graphics, and many will not work on faster processors. If you have an A1200 with extra memory you should be able to run everything. If you have a different Amiga, or an A1200 with a lot of extra hardware you may experience problems with some programs. Sorry, this is just the way the Demo scene operates. It's exceptionally unlikely that any program will cause damage to your Amiga: if something goes wrong you should perform a warm reset (CTRL-Amiga-Amiga).

FORMAT COVERDISKS

















Ideal for titling and presentations, **David Taylor** finds out why *Scala* is the Amiga's favourite multimedia package. David Taylor introduces two games this month. Both for the trigger happy gamers out there in Amigaland.

Witness

itness brings Defender bang up to date and incorporates the superb graphics of Amiga ace Project X. The Solar System has been overrun by aliens with only Earth remaining free. It is up to you to rescue the others from tyranny.

While you fly around the planet, small ships that you can fly through will appear. These are the main enemy ships which have to be stopped. As you can't shoot the ships on the bottom, you have to shoot the carrier before it lifts them



Your mission is to destroy all enemy ships before they are rescued by the drop ships.

off the screen. If one has already picked up a load, you can still stop it by destroying the main ship. This isn't a permanent solution, but your aim is to clear the planet of all enemy ships before the drop ships carry off all the small vessels. If this happens, you lose the planet.

You begin with four lives and each life allows you to sustain six hits. After each hit, your ship will flash briefly to signify this short period of invulnerability.

When you shoot some of the bigger ships, you will see bonus collections that give points. Every 25,000 points scored will get you an extra life. As you blast away alien ships you will obtain 'power ups'. You must be careful to collect the same colour power-ups or you will









nical shoot-em-up action from the Pandemonium group, Blasted is mouse-controlled single-player fun. You are in control of a small catapult that starts with the ability to fire single shots. Two fantastically animated gobins move the catapult left and right according to how you move your mouse.

to how you move your mouse.

The aim is to shoot down enemy goblins who will attempt to hit you with "deposits" as they fly across the screen. There are also flying goblins that are on your side. They look very similar to the enemy, but are coloured green and marked slightly differently with a cross on their wings. Make sure you don't hit these because doing so will stop your ability to fire for a few seconds. The game is split into levels and your aim is to gain the hit accuracy rate required at the start of the level. This is why it's important not to hit the green goblins—while you can't fire the anemy can get across the screen and bring down your accuracy scoring. The game starts out quite

gently with only 33% required, but increases from there.

Some enemies will drop power-gus when you hit them. The best one is "G" which increases your gun power. This can be powered up more than once, but each time you are hit by an enemy your guin power. In this case, the bomb, you will lose one level of power or, if you are already at minimal power, be frozen for a few seconds. There's also "X" which will clear the screen of any enemy goblins that are on it at

tew seconds. There's also "X" which will clear the screen of any enemy goblins that are on it at the time. "L" gives you a special laser which will bring down every enemy it touches. You can progress through the first few levels simply by firing randomly, but you will soon have to learn to aim properly before you fire. You can only have one shot in the air at a time, so every one must count. As you go through the levels, you'll find that you can carry acress any powered up weapon, so it is useful to have obtained the double barrelled shotgun by level five. There is another gobilin who sits in the top right of the screen keeping score by holding up score cards, so keep an eye on these to see

if you are near target.

This game came from Saddletramps PD, who are also responsible for 5D Licenceware titles - you can call them on 01709 888127. The game's authors are also offering a 50% reduction on their next gam if you register this one for only £5. Send your cheque/PO (payable to Ben Parker and Mike Burnett) to 25 Victoria Road, Macclesfield, Cheshire, SK10 3JA.

switch back to the single fire power of the previous type. The types are split between blue and orange. The blue give you plasma shots, while the orange build up fire shots. Being killed will wipe your power ups and you can't carry them from planet to planet.

You can also collect bombs, used to clear the screen and triggered by the space bar. The bombs are also part of your energy so each one you use reduces



Be very careful when collecting power ups. It does matter what colour they are.

the number of hits you can take before losing a life.

At the top of the screen is a scanner that shows you the enemy still on the planet. Your position is always shown in the middle of the scanner and the others are shown in relation to that.

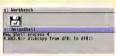
Witness can be played directly from the Coverdisk if you have 2Mb RAM. If not, you'll need two disk drives and a spare formatted disk to install from the Coverdisk. The disk will load the game directly on a 1Mb machine.

This is a 100% working freeware game coded by David Serafim with music by Ruben Monterio, released under the Black Flag name. Send your comments at c0ntact@esoterica.pt.

Copying your Coverdisk is really very simple. Just follow the stages below...

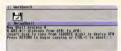


Boot up with your Workhench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell

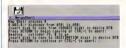


Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

DISKCOPY FROM DFO: TO DFO:



When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed



On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type endcli to close down the Shell

DISK NOT WORKING?

ing during its use. If your disk is faulty, send it back, with

Amiga Format (Insert name of disk)

TIB PLC . TIB House 11 Edward Street Bradford + BD4 7BH



cala v1.1





cala has got to be one of the Amiga's best known programs and it revolutionised the way people thought about multimedia. With Scala creating multimedia is easy - even with a low spec machine. In fact, this program, complete with sample files, backdrops and fonts, will run on any 1Mb floppy driven Amiga.

Scala itself can be loaded straight from the Coverdisk. If you are using a Amiga Format bring you vet another fully functioning software sensation. David Taylor introduces the impressive Scala.



IT'S BIG!

Scala is a big program. It comes on eight disks so don't be surprised if you can't find all the fonts mentioned on these pages or any of the backdrops. The CD version contains the complete Scala install set giving you all the software you get when you buy the program for real.

floppy driven Amiga, simply boot the disk - if you try and load Scala directly from the Coverdisk from your copy of Workbench it won't work. If you want to run the program from hard drive, there's an icon which enables you to copy all the files across to the correct directories and de-archive the samples into its sub-directories. If you are running from floppy, there is also an icon for you to click on which will dearchive the files to a separate spare floppy for you. You can then load them into Scala from there.

GETTING STARTED

Once you've got Scala loaded, you can jump straight in and start creating your masterpiece. Start a New Script and you will be asked to choose a background image for the first page. You can choose to leave this blank but to start out you should choose one from the examples the Naive series of books and pencils are very striking. When you've selected a background, it will be displayed at the back of the editing screen.

The colour of the font you choose is determined on the main editing screen. The palette bar across the top of the controls allows you to select a colour. The chosen colour can then be applied to the front of the font - the actual letters - or to one of the effects that are available to you. You can use outlines or shadows and each one can



The main Scala screen lists the pages used in your project as well as any effects used as transitions between them. Page transitions are adjusted in exactly the same way as object ones.



The main editing panel. From here you can add text and pictures and choose font style and effects.

have a different colour attached to it. If you want to apply an effect to a text string, just click on the effect and the box will be activated. The effect will then be applied on screen.

The Layout controls allow you to change the style of the effects and the page. Clicking on the Layout button will give you the control screen. On the very left is a directional pad which shows which way an effect is applied and underneath is the name of the effect. The scroll bar goes down through the parameters that you can change.

BECOMING EFFECTIVE

Of course, you want to do more than just slap text on a page, and wouldn't it be nice if the text did more than just appear? To get the most out of the program, we'd suggest turning on the Bounding boxes in the layout, because it makes selecting objects on the screen easier. The boxes appear around each object on the screen, so you can see what elements are not part of the background. If you ever want to move an element, click on the Move button first and then drag it around the screen.

To decide how the text will come onto the screen, select the box for the text and then click on the empty icon box on the very left of the Scala panel. A whole effect panel will pop up showing a selection of effects and the speed that they will appear. Choose one and click on See to preview it. The effects are very similar to those you'll have seen in the likes of Adorage or X-DVE and will be applied to the text you have selected.

When you have everything working as you want, you can start making some more interesting additions. Included with the samples are a set of symbols useful buttons for inclusion on your pages. To add one, select the Load button from the main editing page where you were adding text. You will be asked what type of data you want to load. Select Symbol and then move to the Scala directory (or the additional floppy disk) and choose a Symbol. You can preview them by clicking on See. The symbol will be added onto the page like the text was. If you want to add an effect to the symbol's appearance, you can do this in much the same way as you did to the text

THE LISTING PAGE

On the editing page, you will see a "List" button. Clicking on this takes you to a list of all the elements that are contained on your current page. They appear in the order that you placed them, which is also the order that they will be displayed, effect after effect, If you decide that this order needs changing, simply pick up what you want to move and move it down to the place you want it to appear in the list. This list page also allows you to change or add any effects to the elements, preview the page or delete any elements. To delete an object, click on Delete and then choose the first and last object that you want to remove (you can remove whole lists this way, so be careful). If you only want to remove one, click on delete and then twice on the object.

You'll want more than one page in your project, so when you've finished setting up a page, click on Save and New and the page will be added into the

main script. Create a second page in the same way that you created the first When you want to create a way for users to move through a project, perhaps not necessarily from one page to the next, but to any page they choose, you will need to add buttons. Click on the Button icon on the editing screen and you can draw an invisible box on the page (you will see the bounding box). You can add inverse effects to your buttons which will be shown when the user clicks on it. Next to the button number on the button editing page is the name of the page that you will go to. In order to be able to give a destination you need to add buttons in after you've created your pages so it's a good idea to plan out on paper, how your pages will interlink, before starting,

STEM PAGE

If you click on the System page button, you can change some aspects of the program, such as level of expertise (use expert though as it gives you more features). Do not click on the ScalaPrint or Runtime icons as these will produce errors which were inherent in the original program. The ScalaPrint program can be run manually from Workbench to print out scripts.



The Scala Settings page allows you to go to a simpler version, but it's not worth it.

FINISHING OFF

On the main page you can choose the effects and the wait times for the wipes between pages. When you are ready, save the final script out. The script will be given an icon that uses the ScalaPlayer as a default tool. Only by having the ScalaPlayer in the correct place will this work (this is set to be one directory above the script because it assumes that you will use a script directory). You can change this in the Icon Information on Workbench (select the icon and choose the Icon menu/Information item). The ScalaPlayer will not do anything if you double click on it.

This is all the information you need to get yourself up and running but obviously the best way to get the most out of Scala is to experiment and play around with the features yourself.







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